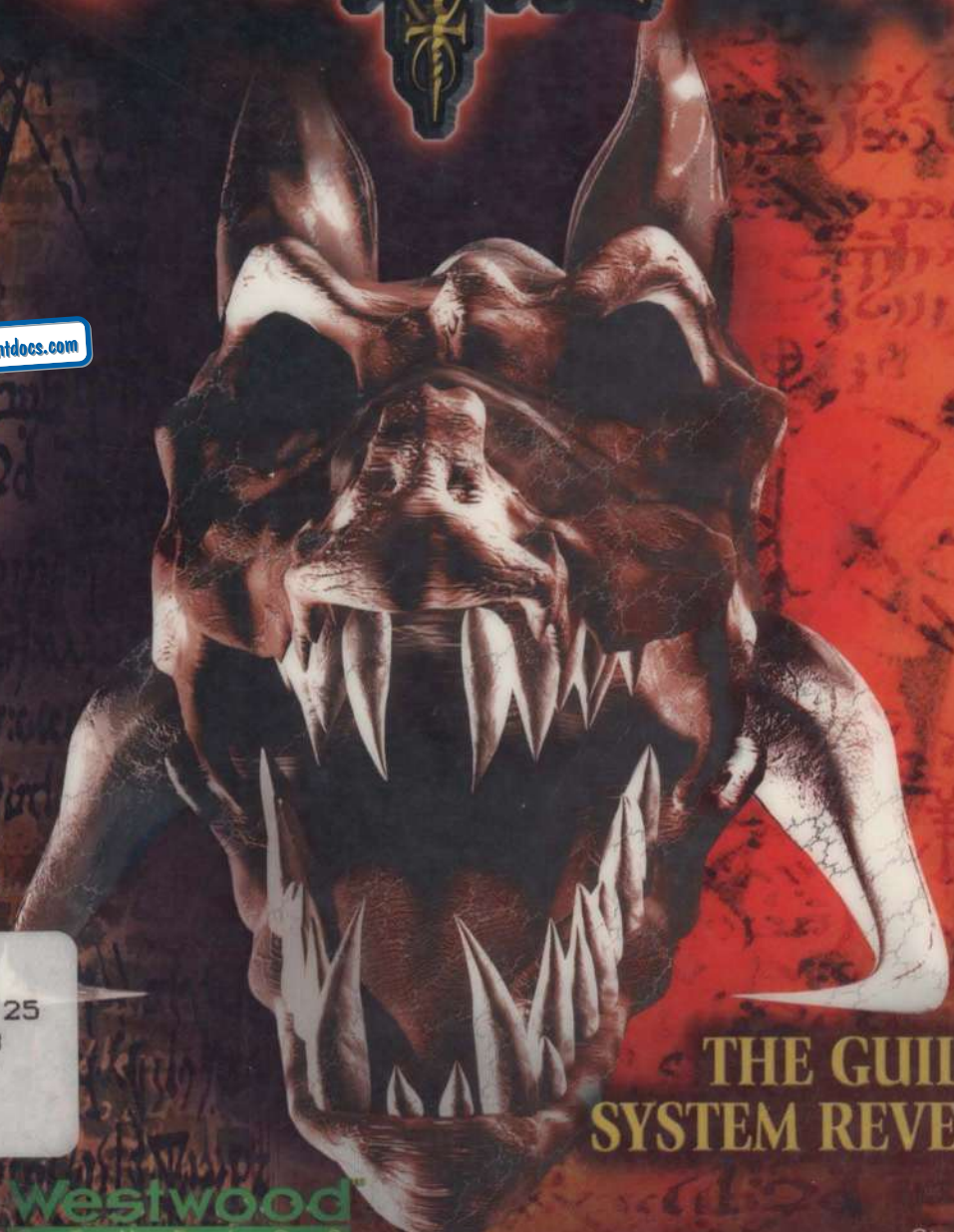


LANDS OF LORE III



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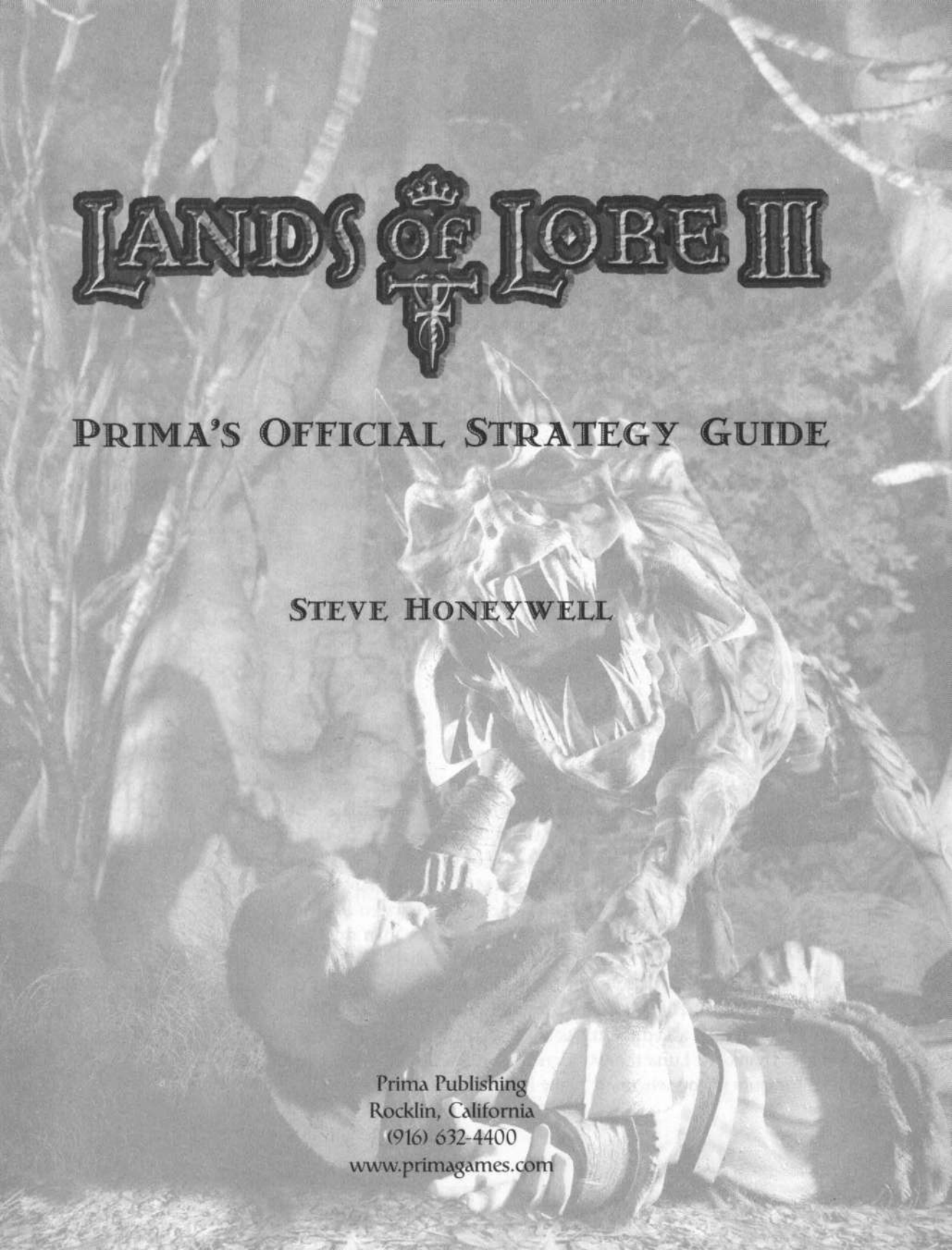
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PRIMA
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THE GUILD
SYSTEM REVEALED!

Steve Honeywell

The background of the cover is a detailed black and white illustration. It depicts a dragon with its mouth wide open, breathing a stream of fire. Below the dragon, a knight in full plate armor lies on his back on the ground, seemingly defeated. The scene is set in a dark, dense forest with tall, thin trees and hanging vines.

LANDS OF LORE III

PRIMA'S OFFICIAL STRATEGY GUIDE

STEVE HONEYWELL

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Dedication

Dedicated in loving memory to Maxine Skidmore.

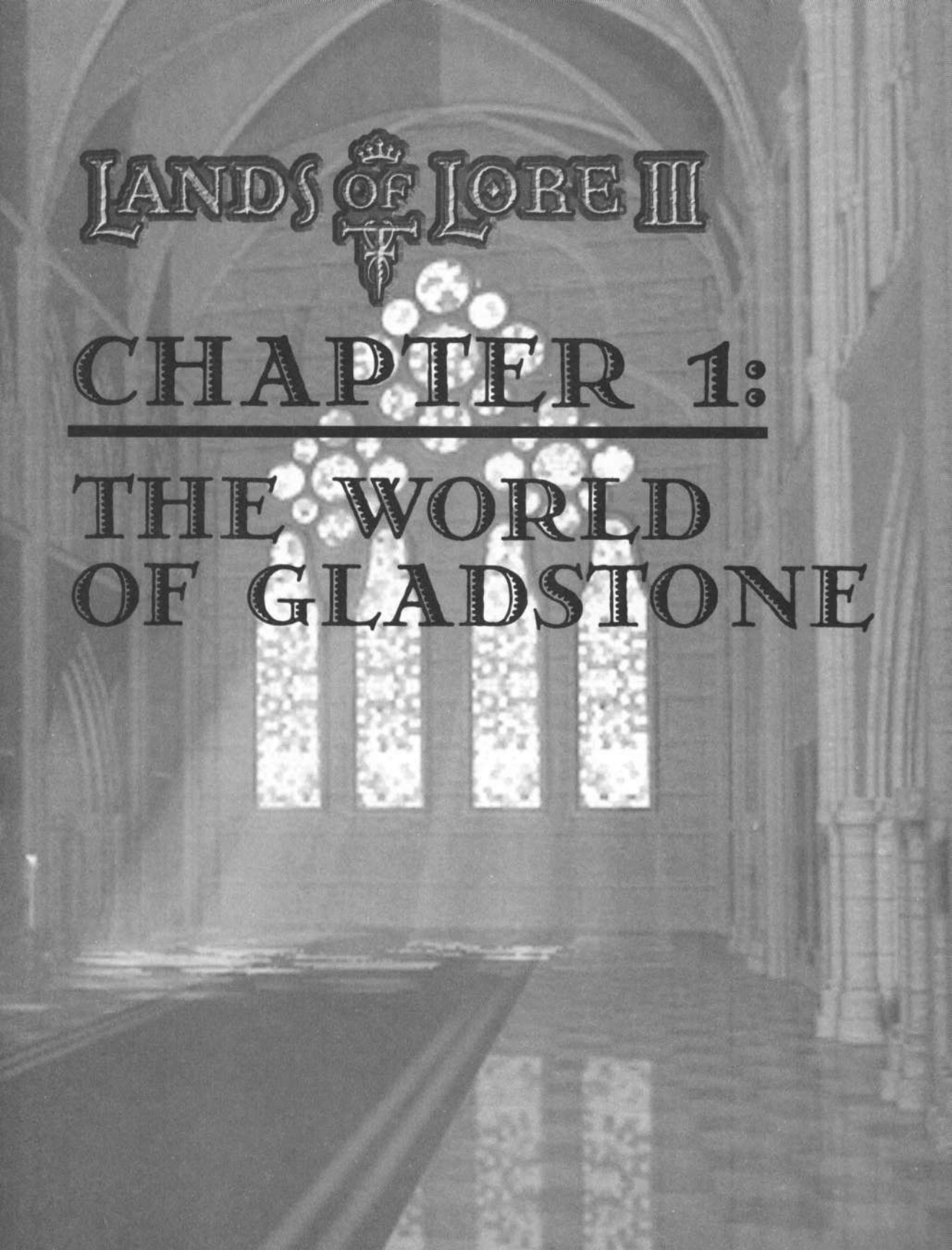
Acknowledgments

A book covering the amount of information in this one is never the work of just one person. This book would never have been finished without the tireless assistance of a number of people. With this in mind, the following folks should stand up and be noticed for their greatly appreciated help. First, and always, thanks to Sue who took care of me while I was buried up to my neck in Wild Boars. Thanks also to David Mathews who kept all of the changes I made straight despite the frequency with which I changed things. Danke also to Carsten Hoeh (Die Algen schmecken nicht so gut, ja?), whose English is thankfully light years better than my German. This book would never have been finished, or nearly as complete, without the help of the whole Lands of Lore III team at Westwood Studios, particularly Keith Levenson, Scott Bowen, Tony Gurr, Bill Petro, and especially Chris Longpre and Jeff Fillhaber who somehow managed to get their work done between the millions of questions I asked them. As always, a hearty thanks to my colleagues at USA Karate for stress relief. Thanks to Luna the wonderdog for guarding the office. And a special thank you to Gail Jean for only crying when she really has to.

Contents

Chapter 1: The World of Gladstone	1
How to Use This Book	3
Chapter 2: Choosing Your Guilds	5
Iron Ring	7
Talamari	9
Order of the Finch	10
Bacchanal	11
Choosing Your Familiar	13
Chapter 3: Creatures of Gladstone	17
Human Enemies	18
Beasts	21
Magical Enemies	28
Unique Monsters	32
Chapter 4: Important Items and Artifacts	37
Melee Weapons	38
Missile Weapons	42
Armor	45
Spell Devices	48
Healing Devices	51
Protective Devices	53
Food	54
Pharmacopoeia	55
Pharmacopoeia Combinations	58
Chapter 5: Spells and Character Skills	61
Spells	62
Character Skills	74
Chapter 6: Survival Tips	78
Items and Inventory	79
Using Your Guilds	80
Combat Strategies	81

Chapter 7: The Start of Your Quest	85
Copper's Rescue	86
Exploring Upper Gladstone	88
Gladstone Woods and the Guild Quests	94
The Draracle's Cave	97
Finding Lower Gladstone	99
Chapter 8: The Volcanic Caves and the Frozen Wastes	101
Finding the Draracle	102
The Volcanic Caves	105
Back in the Draracle's Cave	115
To the Keep	118
The Frozen Wastes	121
Chapter 9: The Underworld and Ruloi	128
Initial Steps	129
The Underworld	130
On to Ruloi	135
Chapter 10: The Shattered Desert and Jakel	141
The Further Destruction of Gladstone	142
Entering the Shattered Desert	142
Approaching the NOD Base	143
The NOD Base	144
Cabal	148
Escape!	148
The Confrontation With Jakel	151
Chapter 11: The Guild Quests	153
Quests for the Iron Ring	155
Quests for the Order of the Finch	157
Quests for the Talamari	158
Quests for the Bacchanal	159
Appendices	162
Appendix A: Maps	163
Appendix B: Pharmacopoeia	182
Appendix C: Creature, Armor, Weapon, and Spell Data	182
Index	183



LANDS OF LORE III

CHAPTER 1:

THE WORLD OF GLADSTONE

The uncle of young Copper LeGre' is the king of Gladstone. Copper himself is fourth in line of succession, behind his father and two half-brothers. But life is far from the pleasure a third son of a king's brother might normally expect.

At 16, Copper has grown up under strange circumstances. Unlike his brothers, he's the product of an illicit dalliance between his father, Eric, and a Dracoid barmaid. Although recognized by his father, and thus able to reap some benefits of his royal blood, Copper is routinely shunned. His Dracoid blood generates distrust among the citizens of Gladstone,

and his illegitimacy causes many to look down on him. And because he's a constant reminder of her husband's unfaithfulness, Copper's stepmother hates him passionately.

All Copper truly wants is his father's companionship. He demands the right to participate in a boar hunt with Eric and the two legitimate heirs. Although Eric accepts his paternal responsibility, his other sons distrust the young halfbreed and suspect he has other motives for attending the hunt. The arguing becomes heated as young Copper defends his right to participate in family functions. Eric prevents the

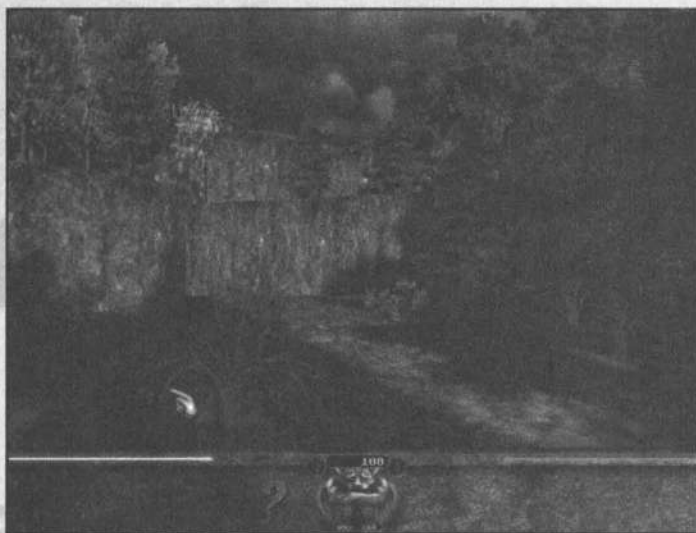
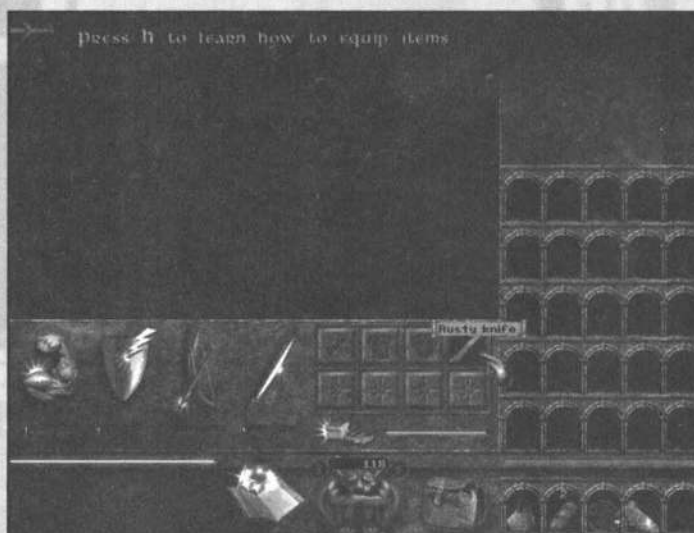


Fig. 1-1. Abandoned and alone, Copper wanders Gladstone Woods unaware that his family has been killed.

young men from coming to blows, however, by promising to instruct all three brothers in the art of hunting the wild boar.

As Eric explains the nature of the hunt, there's a flash of green light and a horrible creature attacks him. Other creatures attack Copper's brothers. Copper only glimpses

Fig. 1-2. Copper will discover many items and spells that will aid him in his quest.



the monsters—which resemble ravenous, spectral hounds—as he panics and flees. As he tears through the forest, Copper senses the presence of a creature in pursuit. He trips, and as he falls he feels something being wrenched from his body. Copper loses consciousness on the forest floor.

A search party discovers him the next morning. The battered and bruised Copper feels he's lost something, and even a cursory glance confirms that something isn't right about him. Dawn, head of Gladstone's Wizards Guild, confirms that Copper's soul was stolen, and she places a spell on him to keep him from dying. Ultimately, however, Copper must recover his lost soul.

With his father and half-brothers dead, Copper becomes next in the line of succession. Many in the Keep believe Copper engineered the horrible slaughter to bring himself closer to the throne. Now, where there was once distrust and condescension, Copper finds open hatred.

The terrible creatures who stole Copper's soul entered through one of numerous portals opening deep in Gladstone Woods. Malevolent energies streaming through are corrupting Gladstone. The portals must be closed, but no one knows how. Draracle, the Guardian of Destiny, and for eons Gladstone's protector, has left to return to his own kind.

It's the blackest peril the world has ever faced: Gladstone's fate rests squarely on Copper's shoulders. The soulless halfbreed must venture through the portals to learn how to close them, to recover his own soul, and to restore his world—or die trying.



Fig. 1-3. Mysterious portals to other worlds are opening in Gladstone Woods. What lies beyond, no one knows.

How to Use This Book

Lands of Lore III is a huge undertaking. Copper will visit many worlds, and must explore vast areas close to home, as well. He must discover and employ hundreds of items and dozens of spells. Myriad evil creatures will try to take what life remains in him, and, in Gladstone, plot rage both for and against him.

Much of what unfolds in *Lands of Lore III* will result from your personal choices. Each guild you join and every turn you take can affect dramatically what you encounter or miss. You needn't complete large portions of the game—the guild quests, for example—to reach the game's conclusion.

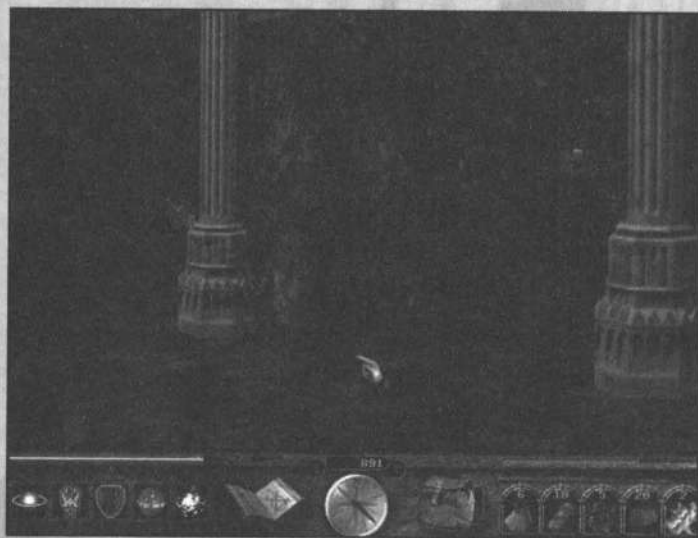


Fig. 1-4. Huge sections of *LANDS OF LORE III* are optional. Although you may miss special items or spells, you needn't follow every path to complete the game.

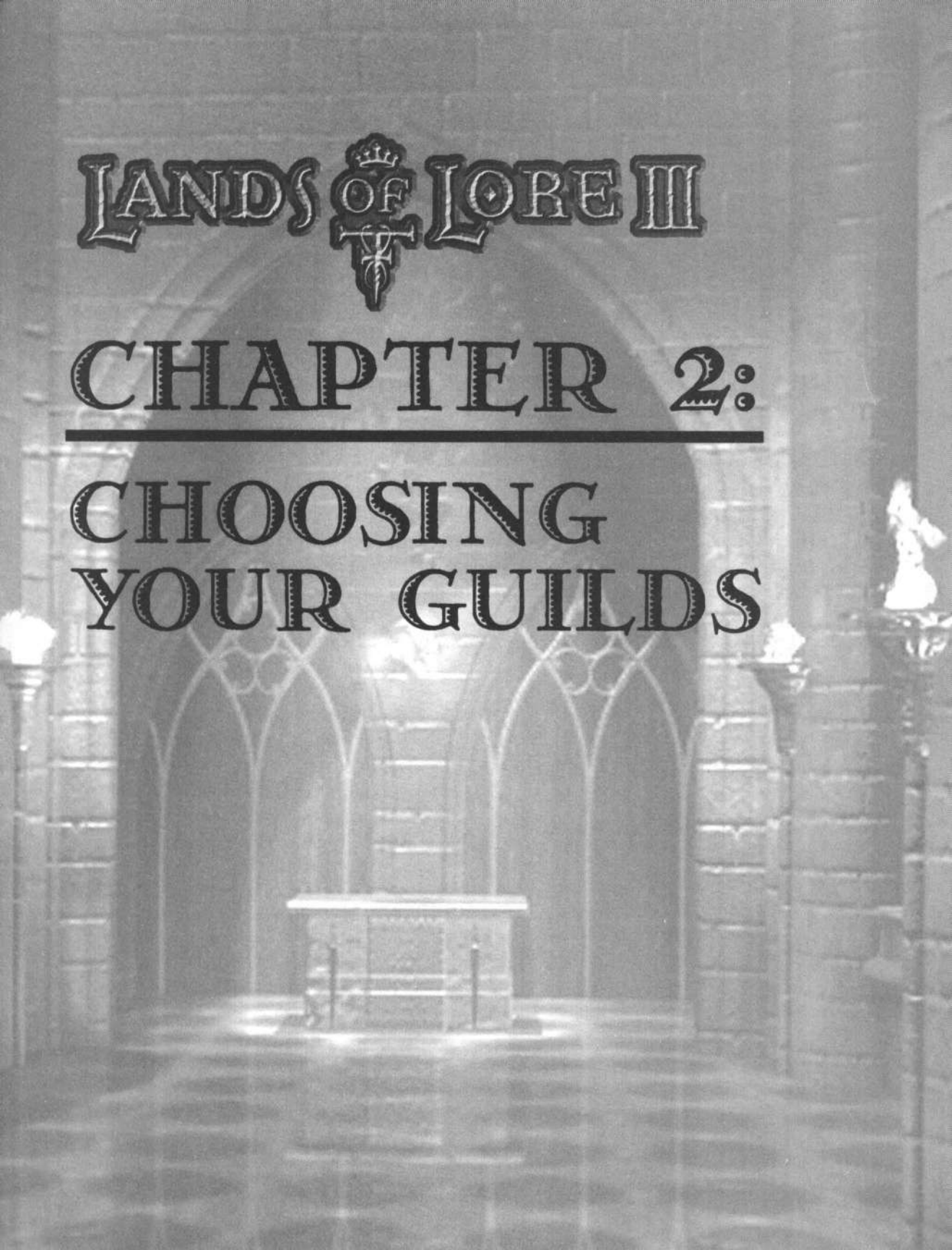
Because *Lands of Lore III* is so huge, listing every item's location and including conversational details for every character you meet is impossible.

Monsters and enemies often attack randomly and, in some areas, repopulate after you kill them all. To list what's hiding in every barrel and knothole and provide counts of every creature would require a book several times this size.

Nevertheless, you'll find herein all the game's major areas, as well as details on all quests and important conversations. The pages that follow take a particular route through Gladstone and the portals, but it's only one of many possible paths. You may deviate from this course at any time.

Because much of the fun of a game such as *Lands of Lore III* lies in discovering its secrets, some of these are left for you to find on your own.





LANDS OF LORE III

CHAPTER 2:

CHOOSING YOUR GUILDS

As you journey through Gladstone on your quest to close the portals and restore your soul, you may join one or more guilds. Each has its own rules, quests, benefits, and drawbacks.

If you choose to join only a single guild, you'll climb rapidly through the ranks, because all your experience affects your level in that guild alone. Multiple guild affiliations force you to divide your experience, for much slower progress in each. Still, I recommend you join at least two guilds. Although you'll move up more slowly, the power, access to shops, and skills you acquire are well worth it.

NOTE

It's possible to play LANDS OF LORE III without joining a guild, but doing so will limit your progress and power severely. Joining at least one of the four guilds will give you your best chance of winning.

The three accepted Gladstone guilds are the Iron Ring (the Fighter's Guild), the Order of the Finch (the Cleric's Guild) and the Talamari (the Magician's Guild). The fourth—the Bacchanal (the Thieves Guild)—is more a loose collection of like-minded people than an actual guild; it offers benefits similar to those of the other three, however.

If you opt to join more than one guild, choose those that complement each other. A Fighter/Cleric, for instance, gains Might, Hit Points, Spell Points, and Protection fairly rapidly; the Cleric class offers healing and defensive magic ability. This combination can be troublesome against creatures invulnerable to physical attack because the spell repertoire is fairly defensive.

Cleric/Magician gives you an excellent spell repertoire but is far more limited in terms of combat, especially against magic-resistant enemies. The Thief/Magician will gain well in terms of Protection, Spell Points, and Hit Points, and is less limited in combat, but it lacks much in the way of healing magic.

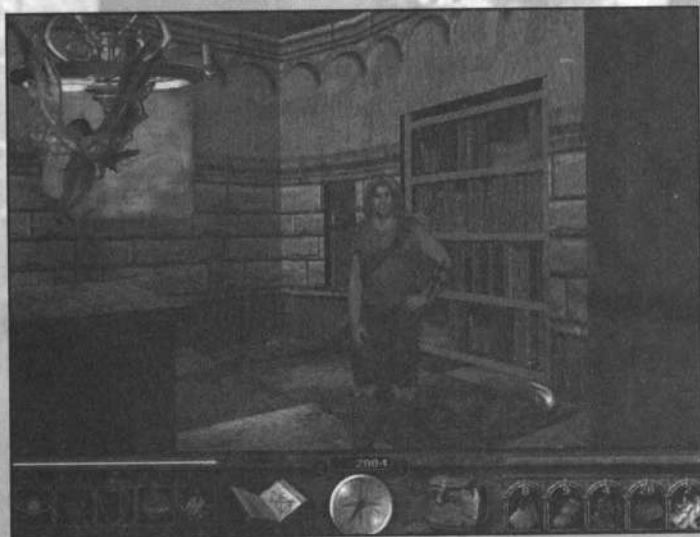


Fig. 2-1. Although the Bacchanal isn't a true guild, Dash indicates membership there has its privileges.



TIP

In choosing a guild, consider your playing style. If you like to wade into combat swinging your sword, Magician/Cleric won't suit you.

If you aren't happy with the guild(s) you've chosen, you may join others. However, once you've joined a guild, there's no way to un-join.

Each level you gain comes with advances in Might, Protection, Hit Points, and Spell Points. Table 2-1 illustrates these for each guild.

Table 2-1. Advances Gained From Guilds

<i>Guild</i>	<i>Hit Point Gain</i>	<i>Spell Point Gain</i>	<i>Protection Gain</i>	<i>Might Gain</i>
Fighter	8-10	3-4	4-5	7-11
Magician	3-5	16-20	1-3	1-2
Cleric	4-7	10-13	5-7	2-3
Thief	4-5	4-5	10-15	4-5

Iron Ring

The Iron Ring is Gladstone's largest guild. Its members are skilled in using all sorts of weaponry and place the highest value on using arms in combat. Its large membership is due, at least in part, to the membership of Gladstone's many guards.

The Iron Ring offers gains primarily in Might and Hit Points, which accrue for each level you ascend. Pure Fighters

Fig. 2-3. The Iron Ring lies at the heart of Upper Gladstone.

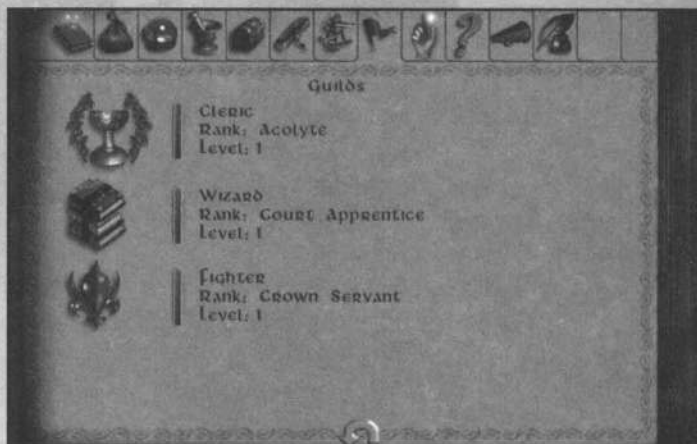


Fig. 2-2. Multiple guild memberships make you more flexible but also slow your advancement, as your experience splits several ways.



who join no other guild will gain Spell Points very slowly. Thus, these characters are vulnerable to magic: many spells are beyond their ability, and those they can cast will drain most of their Spell Points.

The Iron Ring is renowned for its great shop, which offers a wide variety of mundane and magical weapons and armor at fair prices. It can be worth joining the Iron Ring simply to gain access to this collection of armor, shields, bows, swords, and other items of combat. One way the Iron Ring maintains security in Gladstone and control of the Gladstone Guards is by limiting access to its shops to guild members.

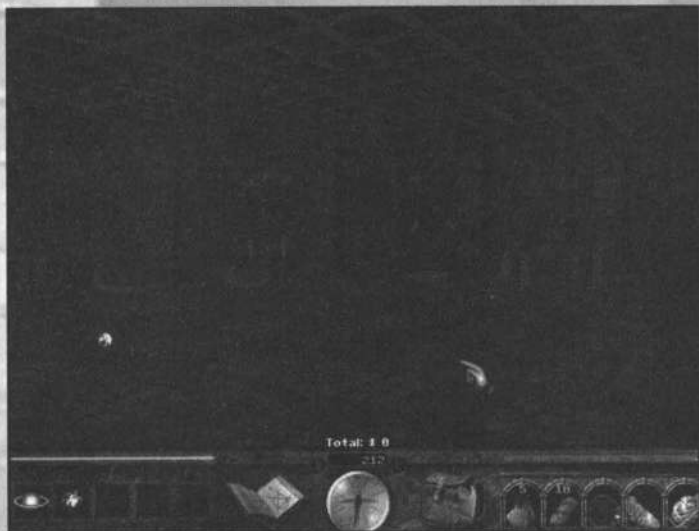


Fig. 2-4. Weapons, armor, and shields are stock-in-trade for the Iron Ring. You can arm yourself well by joining this guild.

Joining the Iron Ring gains you a dagger and a simple shield. The Mighty Blow skill you acquire is useful for smashing open locked items. Double damage to your open-handed strikes is nice, but you'll find a good weapon is usually a better idea. The advanced skills—Marksmanship and Rapid Strike—are extremely useful in the heat of battle; gaining them gives you an edge over your enemies.

The quests aren't too difficult for Iron Ring initiates. The first—clearing the wharf area—is simple, and near enough to Upper Gladstone that completing it takes you only slightly out of your way. The second quest calls on you to do what you'd do anyway—clear out a portal. The third requires a bit of backtracking, but you won't find it difficult.

Members must deal with Celerian to conduct guild business. Morrison, another guild member, will appear several times during the course of the game to point out items of interest or pass along knowledge. You'll find Chesara, the guildmistress, in one of the guild shops.



TIP

Because of its excellent Hit Point benefits and the access to many interesting and powerful weapons, joining the Iron Ring is highly recommended.

Talamari

Although the Talamari is Gladstone's smallest guild, its members' education levels and raw power render it by far the most influential. Because it deals with nature's most primal and destructive forces, requirements for membership in the Talamari are very strict. When you join, you must vow to make defending Gladstone your primary task.

Joining the Talamari affords tremendous gains in Spell Points with each new level you acquire. Hit Point, Might, and Protection gains are lower for the Talamari than for any other guild, however. Protection and Might gains are so limited, using some weapons may be beyond your strength. A pure Wizard tends to lack healing and defensive magic, as well, which poses a real problem when combined with a low Hit Point total.

Like the Iron Ring, the Talamari offers an excellent set of shops where members may purchase many magical reagents and useful item combinations. Often you'll find a few magical weapons for sale that can help offset a Magician's lack of combat ability. One Talamari shop offers a number of useful spells, many offensive in nature, that also can help make up for the Magician character's poor weaponry ability. These spells are fiercely guarded.

Joining the Talamari allows you to cast the Lesser Spark spell, but this alone isn't a reason to join the guild. The Identify skill you gain on admission is nice to have—gaining information quickly allows you to use your items more intelligently—but it rarely will save your life. The advanced Talamari skills Arcane Lore and Mana Tap are extremely useful. They lessen the expense of casting offensive spells and allow for quicker Spell Point recovery.



Fig. 2-5. The Talamari guild hall is a short walk from Gladstone Keep.

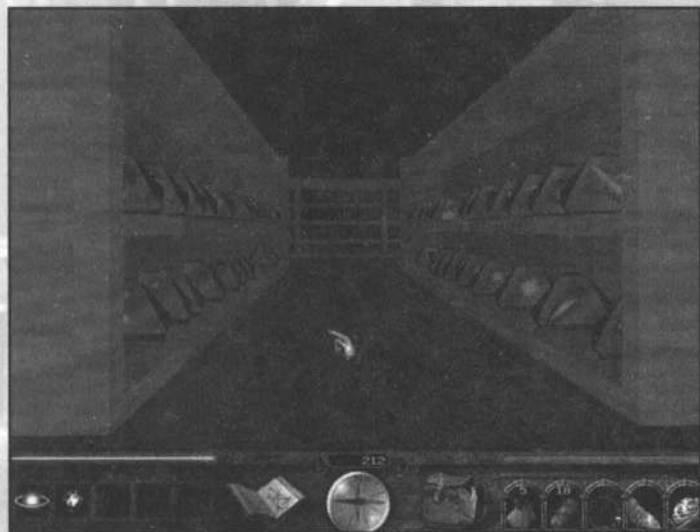


Fig. 2-6. The Talamari magic shop offers a number of useful spells.



As with the Iron Ring, you needn't go far out of your way to complete the quests you'll undertake for the Talamari. Your first—taking a sample from the first portal in Gladstone Woods—takes you to an area you'd investigate anyway. You can acquire the sample you must take for the second quest only after you complete your objectives in a portal. The third quest tasks you with recovering five spells from other portals—again, something you'd probably accomplish, anyway, as you make your way through the portals.

Your main Talamari contact is the scatterbrained apprentice, Sioned. Guild members also encounter Rhynn, an enigmatic winged creature. Dawn, the Talamari guildmistress, placed the spell on Copper that sustains him.



TIP

Given the numerous offensive spells available to its members, players who opt not to join the Iron Ring should seriously consider joining the Talamari.

Order of the Finch

Perceived as passive, peaceful, and wholly benevolent, the Order of the Finch is the guild for Gladstone's Clerics and healers. Although the Clerics are generally peaceful, they aren't averse to bashing a few heads when the need is evident. Priest and doctor for the Upper Gladstone populace, the Order of the Finch has a reputation for promoting freedom of thought, and the welfare of the community is a primary concern. It won't tolerate irresponsible aggression.

More so than in any other guild, the benefits that accrue to the practicing Cleric are a balance of Might, Protection, Hit Points and Spell Points. If you want to confine your character to a single class, Clerics are best suited for it. They rank second only to Fighters in battle prowess and, although their spells tend to be defensive and benign, Clerics can be effective users of magic.

The items available in this guild's shops stress both combat and magic. You'll find some nice things, but the lack of specialization means the other two guilds often offer more powerful

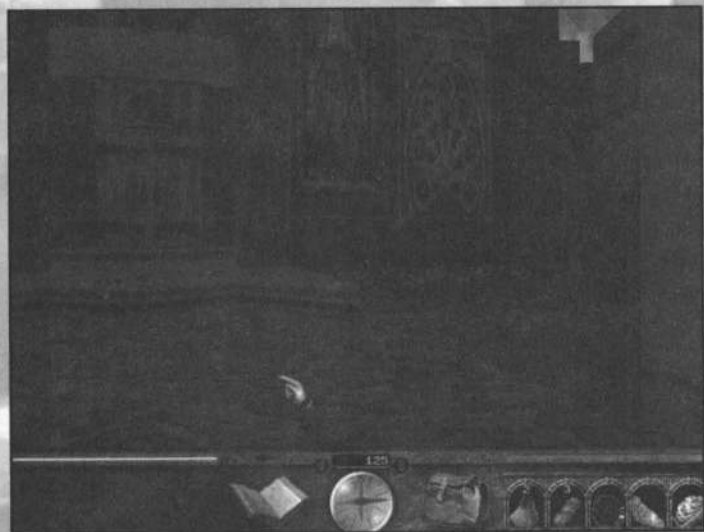


Fig. 2-7. The Order of the Finch lies on the side of Gladstone Keep opposite the Talamari.

or effective items. Like the Talamari, the Order of the Finch has a magic shop; most of the spells are defensive, and many are worth purchasing.

Joining the Order of the Finch gives you the ability to cast the Lesser Heal spell, and you'll probably use it often. The skills available to Clerics are excellent. Spirit Lore is powerful, allowing you to cast more defensive magics for a lower Spell Point cost. Holy Strike doubles your attacks' effectiveness in the Underworld. The ability to raise your Familiar from the dead is nice to have, as well, although you won't need it often. Even before you gain this skill, you'll have access to a shrine in the guild hall that will allow you to bring your Familiar back to life.

Your quests for the Order of the Finch are interesting and varied. The first—retrieving meat from a Wild Boar in the Gladstone Woods—is simple, and something you'd do anyway. The second tasks you to retrieve five herbal reagents from the portals—again, something you'll probably do anyway in the course of your travels. The third quest requires you to return to a portal you'll already have conquered.

Your main guild contact is Finch Boris, who runs the guild's main shop. You may run into Finch Nathaniel in the Keep. The guildmaster is Finch Josiah; you'll encounter him as you ascend in rank.



Fig. 2-8. Special shrines in the guild hall bestow blessings and benefits before you venture forth.



TIP

Because it stresses a balance of offense and defense, the Order of the Finch is an excellent choice for those who wish to join only a single guild.

Bacchanal

The Bacchanal isn't a true guild, but rather a collection of people who share a core system of beliefs. These are the dregs of society—the underclass. The Bacchanal thrives on thievery and deception; its members become adept at picking pockets and locks.

Given Copper's noble heritage, the Bacchanal might seem an odd choice for membership, but his halfbreed bloodlines and illegitimate status have kept him an outcast his whole life. Also, having friends in low places can be very useful for a future king.



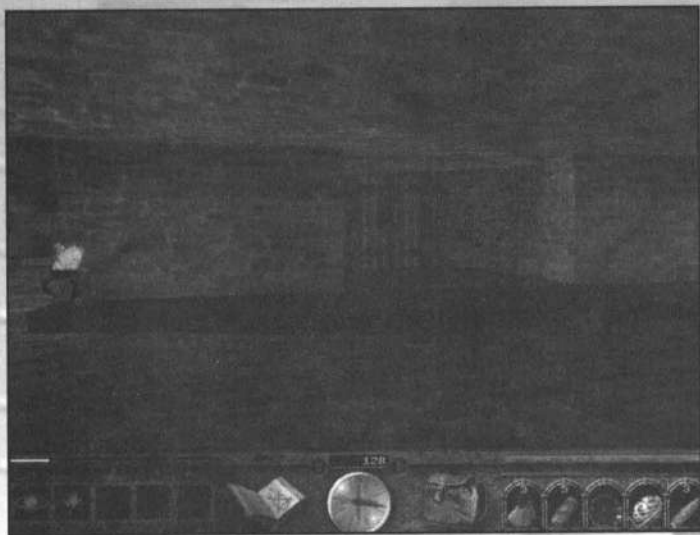


Fig. 2-9. Finding the Bacchanal in the Lower Gladstone sewers is the Thief's first quest.

tive sewer entrances exist in Lower Gladstone, but you must gain a few levels before you can open these gratings.

The Bacchanal's shops offer a number of interesting and useful items. The Pawn Shop will purchase anything you happen to have on your person, if you wish to sell it, providing yet another source of income.

Joining the Bacchanal offers no immediate material gift or spell benefit, but it does grant you three skills instead of the single skill you acquire when you join an established guild. All three are useful: Steal allows you to pick the pockets of Gladstone passersby and to nick items from shop shelves. Backstab grants extra damage to each strike from behind an enemy. The Pick Lock skill allows you to open locked doors or chests without smashing them. At advanced levels, Thieves gain the ability to backstab from range with the Sniper skill, and to kill an unaware opponent instantly with Death Strike.

There are no immediate or obvious social benefits to joining the Bacchanal. As the Thief character achieves levels, stats (except Spell Points) gain fairly decently across the board. Protection is the primary trait of the Thief, who uses shadows and sleight-of-hand. Thieves often must resort to the sword, which makes them good in combat, especially against unaware opponents. They aren't adept at magic, however.

A major drawback of joining the Bacchanal is its hall's hard-to-reach location. You must travel through the sewers every time you return there, and thus must combat Roaches and Wharf Rats with every trip. Alterna-

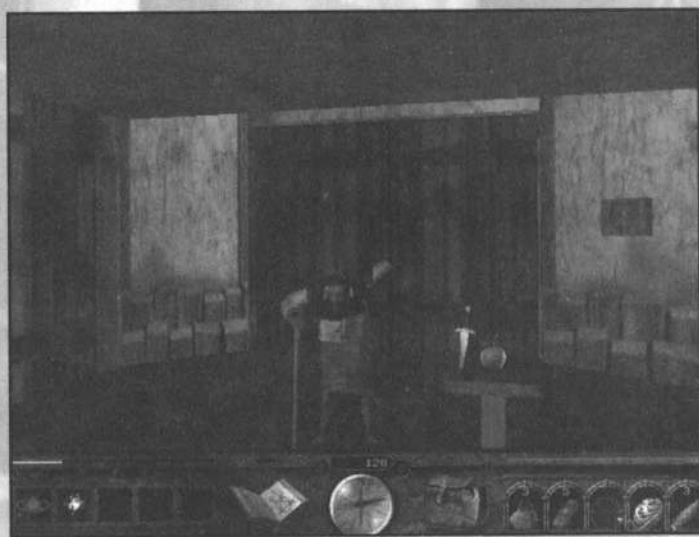


Fig. 2-10. Jadin, Bacchanal apprentice, is your main contact.

When you seek to join the Bacchanal, your first task is simply to find it. When you speak to Jadin about joining, she gives you a task you'll accomplish immediately. The other guild quests will take you out of your way. The first of these is to steal a King's Pardon from one of the Gladstone Guards leaving the Keep. The second requires you to polish off a group of Orcs who've stolen food from a refugee camp.

Your main contact at the guild is Jadin, who initiates you and controls the shops. Dash will appear several times during the game, particularly as you first make your way to the guild. The guildmistress is Leina, a Thief of no small ability.

Choosing Your Familiar

Your Familiar is your constant companion throughout your journeys, sharing your victories and taking many of the same risks. Although usually physically weak, Familiars provide more than just someone to talk to. Often they'll discover things for you, offer information about monsters, items, and locations, and contribute useful items to your inventory. They can fight for you, cast spells against your enemies, and use spells to protect you. Gaining a Familiar usually requires years of dedicated service, but your noble position gains you one immediately.

Choosing a Familiar is an important decision you must make early on. Once you select a Familiar, you can't change your mind. You bond with him or her, and your Familiar will accompany you through the game. If your Familiar dies, you can't get another.

Your Familiar will occupy the upper-right or upper-left corner of your screen, staying there except when searching for items or attacking.

You may select a Familiar from any guild, including one you haven't joined. The available Familiars share certain characteristics, but it's how they differ that's important.

One school of thought recommends taking a Familiar who'll complement your weaknesses. For example, if you're a Cleric/Fighter, select a Familiar from the Talamari or Bacchanal. The Familiar will be strong where you're weak, and you'll make a more effective team. On the downside, the items this Familiar brings you may be less useful.

Selecting a Familiar from a guild you belong to renders the items it finds valuable for more than Pawn Shop fodder. On the other hand, you'll have similar weaknesses, and be vulnerable to the same creatures.



Fig. 2-11. Conversations with your Familiar can be short or long. With Goldy, they tend to be long.



Ultimately, it's a personal decision. Each Familiar has its strengths and weaknesses. Table 2-2 provides starting statistics for the four Familiars available to you.

Table 2-2. Starting Statistics for Familiars

<i>Familiar</i>	<i>Hit Points</i>	<i>Spell Points</i>	<i>Might</i>	<i>Protection</i>
Lig	40	0	20	10
Griselda	20	80	0	5
Goldy	20	20	10	15
Syruss	20	0	5	20

Your Familiar's level is always the same as yours. Each time your guild level increases, you'll see a corresponding gain in your Familiar's ability. Each Familiar gains Might and Protection as a member of its respective guild.

Table 2-3. Gains in Familiar's Hit and Spell Points

<i>Familiar</i>	<i>Hit Points/Level</i>	<i>Spell Points/Level</i>
Lig	8-10	0
Griselda	3-5	16-20
Goldy	4-7	10-13
Syruss	4-5	0



Fig. 2-12. A creature of few words, Lig lets his actions on the battlefield do the talking.

Lig

The Iron Ring offers the services of Lig, an Iron Golem. Lig speaks only when he has something important to say. His main use is as a Fighter: he's a fearless warrior. Lig is well-versed in the traits and important information for many monsters. He often relays this information directly to your journal when you encounter a new creature. When you're hungry, Lig will retrieve food items for you.

Lig can cast no spells, but he's aggressive in combat and won't hesitate to attack any hostile creature. He has resistance to most physical attacks: they'll do only half damage against him. However, Lig is vulnerable to electricity and fire, suffering triple and double damage, respectively.

Griselda

Griselda, the Homunculus, is the Familiar the Talamari offers. She exhibits a low opinion of you, but it's likely she calls you names out of misplaced affection. Griselda's strength lies in her spells; her combat skills are feeble, at best. She has a vast knowledge of magical items and combinations, and often will identify the items you pick up, putting the information directly into your journal. She'll find and retrieve items for your pharmacopoeia, as well.

Under no circumstances will Griselda enter into physical combat, but she'll retaliate to attacks quickly using spells. Spells from the Spark, FireSpark, and Plasma groups are available to her, and she has a 50 percent resistance to magic attacks. Griselda's weak physical nature renders her vulnerable to direct attacks: those involving impact do double damage.

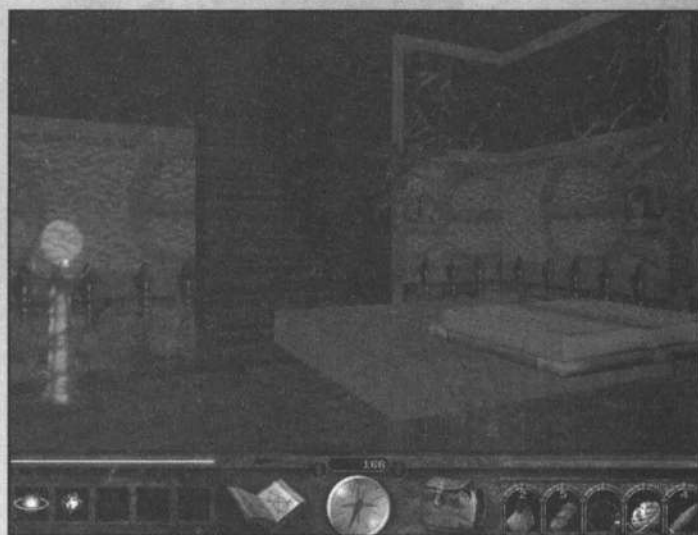


Fig. 2-13. Griselda treats you like you're too dumb to live, but she'll fight for you to the best of her ability.



Fig. 2-14. Don't let Goldy's constant talking distract you—and don't underestimate her.

physically. She can cast spells from the Heal, Light, and Warding categories, is immune to all poisons, and has a 25 percent resistance to magical attacks. Goldy is vulnerable to blunt and impact damage, however, taking double and triple damage respectively.

Goldy

From the Order of the Finch you can enlist the services of Goldy, the Glitterfay. She seems a little scatterbrained and is the most talkative of the Familiars, often running off on long verbal tangents. But Goldy won't hesitate to protect you with her spells and combat ability. She can add healing items to your inventory and cast Lesser Light or Greater Light to illuminate dark areas.

Goldy's spells will protect you in combat and heal you afterward, and she won't hesitate to attack an enemy creature



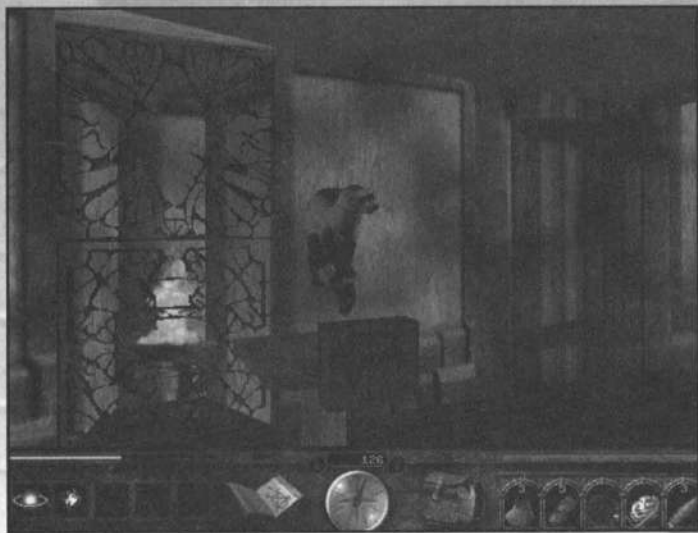


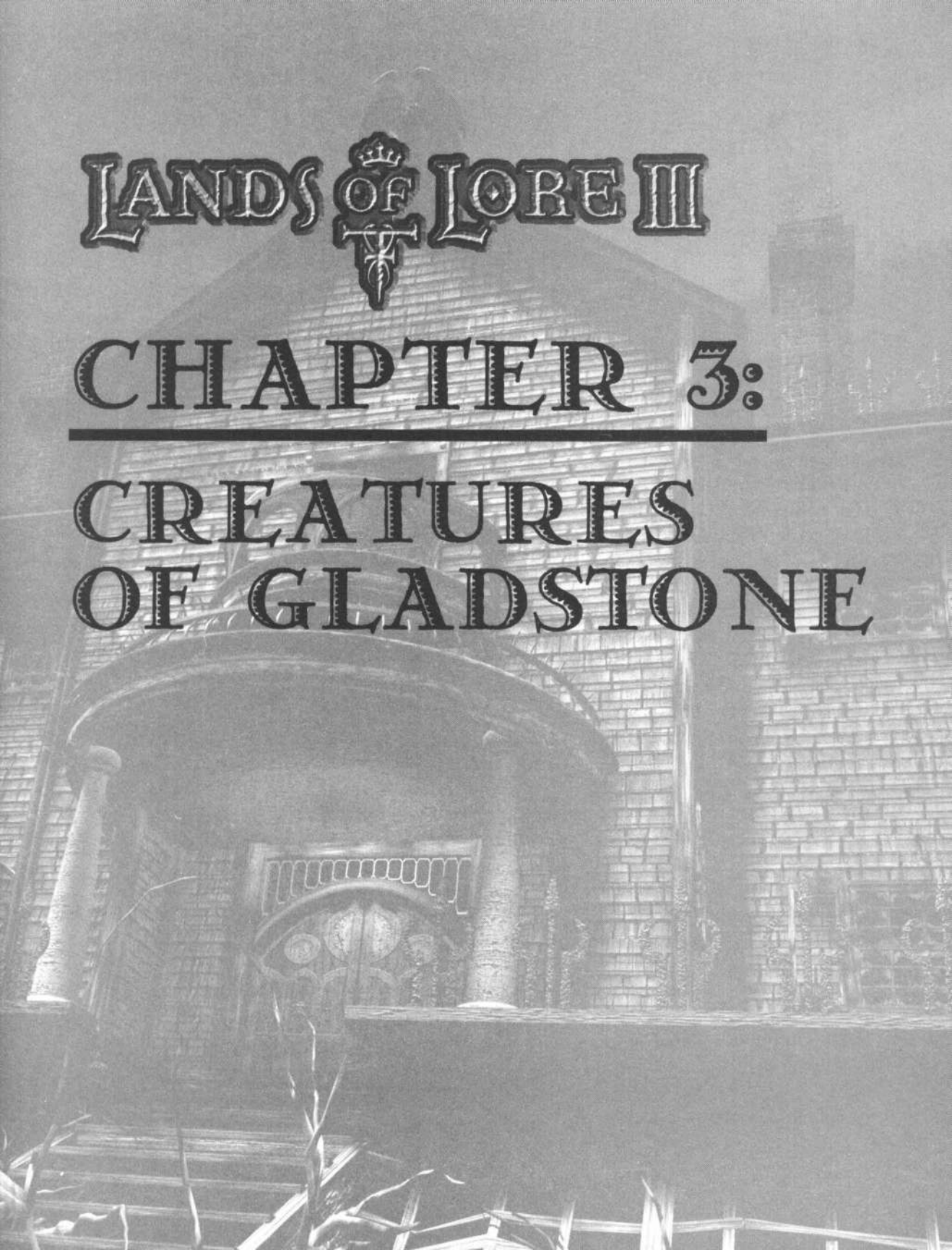
Fig. 2-15. Syruss will “liberate” many useful (and sometimes powerful) items from Gladstone’s shops and add them to your inventory.

Syruss

Although the Bacchanal isn’t a true guild, it nevertheless offers a Familiar—Syruss, the Shadow. He looks a bit like a ferret and acts like a Thief. He’ll use his abilities to locate items for you and to combat your enemies. On occasion, he’ll steal items from shops and add them to your inventory. As a Thief, Syruss is a wellspring of information about many things, which he’ll relay directly to your journal.

Like Lig, Syruss is incapable of spellcasting. In combat, he’ll attack your enemies aggressively, often seeking to attack from the rear. His high Protection statistic gives him a 25 percent resistance to virtually all attacks, whether physical or magical. Spells from the Light category, however, inflict triple damage on him.





LANDS OF LORE III

CHAPTER 3:

CREATURES OF GLADSTONE

Human Enemies

Many of your enemies in *Lands of Lore III* will be human, or at least humanoid. Although often they'll lack any inherent resistance to most of your magic, human and humanoid opponents will be among your most difficult. That's because they, too, can use armor and wield powerful weapons.

Bandits

Bandits scurry through the streets of Lower Gladstone on their nefarious errands. Skilled fighters, Bandits are also pick-pockets, not averse to acquiring a little extra cash by snagging something from the persons of passers-by.

This is enough to unnerve even the most wary traveler, but there's more. Because of their experience with and consequent exposure to a variety of toxins, Bandits are virtually immune to Lesser Poison and somewhat resistant to Greater Poison.

Thus, Bandits can inflict a Lesser Poison on anyone they strike.

So always attack from range or using magic, or lay in a good supply of poison cures before taking them on. Bandits always have a few items on them, and almost always a few coins, as well.



Fig. 3-1. Often the scurrying Bandits will leave you alone, but killing them can add a few coins to your purse.

Barbarian Warriors

Barbarian Warriors live in the White Tower of the Frozen Wastes. This tribe of amazons moved in when the tower's former tenant, a powerful necromancer, vanished for reasons unknown.

They lead a decadent life, taking pleasure from anything that happens to wander past, including the occasional visiting warrior.

Due to the harsh environment, Barbarian Warriors have developed virtual immunity to cold and freezing attacks. By the same token, they're vulnerable to fire damage. Their attacks strike their targets' exposed areas, bypassing any protection. Thus, they're dangerous foes at close quarters, especially in groups.

One on one, Barbarian Warriors can inflict damage on the unwary, but they aren't difficult to kill. Hit them with fire magic if you're worried about their melee and missile attacks. Otherwise, close and attack quickly.

Gladstone Guards

Gladstone's excellent cadre of guards is among its most prestigious groups. Membership is by invitation only, so appointment here is a true indication of rank or ability. Their training and armor helps Gladstone Guards resist edged and piercing attacks. However, that same armor renders them vulnerable to electrical attacks.

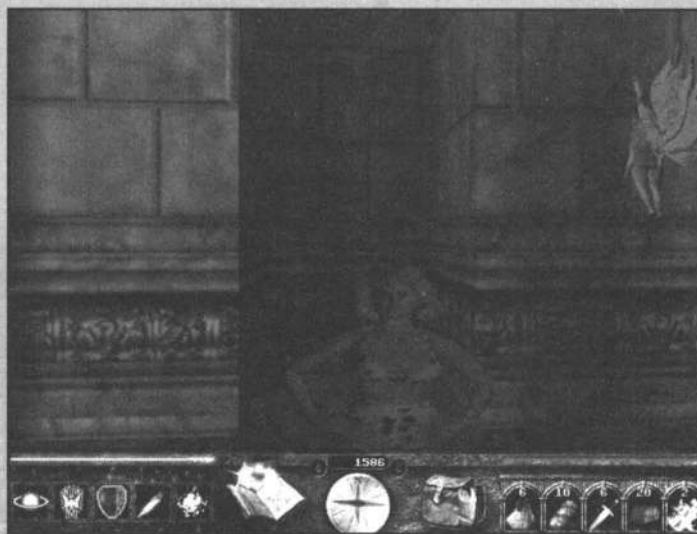


Fig. 3-2. The Barbarian Warriors of the White Tower fall quickly to spells involving fire or heat.

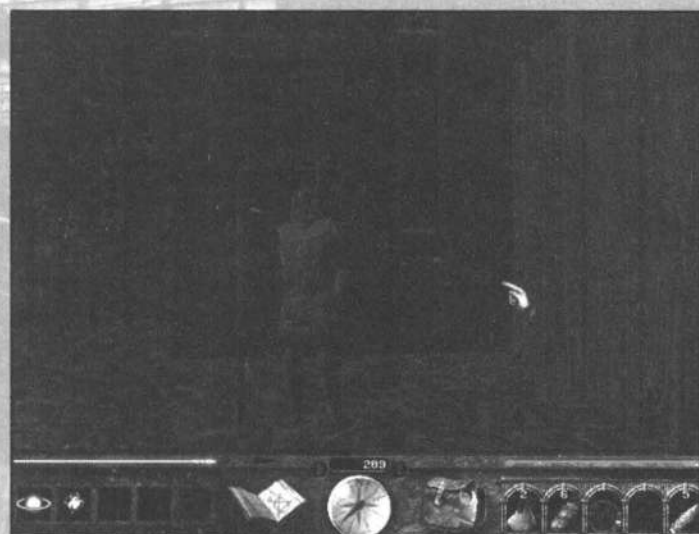


Fig. 3-3. The Gladstone Guards keep the peace around the Keep in Upper Gladstone. You'll seldom see them anywhere else.

You won't fight a lot of Guards, but there may be times when it's necessary.

Orc Leaders

Larger, tougher, and more powerful, Orc Leaders are simply better fighters than their weaker brethren (see the following section), and better protected from blunt, impact, and stun attacks. Although smarter than Orc Raiders, the Leaders are nevertheless none too bright. They're smart enough to carry on a conversation, though, and usually you can reason with them and avoid combat.

Orc Raiders

Traditionally enemies of humanity, recently the Dark Army of the Orcs has suffered losses due to its unstable leadership. Thus, Orcs are becoming more commonplace in human society. Like their leaders, Orc Raiders have thick skulls and tough bones, making them

at least somewhat resistant to blunt, stun, and impact attacks.

Warriors by nature and by culture, Orcs will attack aggressively but often are willing to negotiate.

Ruloi Drones

The Ruloi Drone caste represents the bottom rung of Ruloi physical and magical power. Ruloi Drones can fly, making them difficult targets. They maneuver well in the air and have a habit of attacking quickly and running off to avoid retaliation.

Their magical nature makes them difficult to defeat with spells: they're immune to



Fig. 3-4. Traditional enemies of humans, the Orcs around Gladstone aren't half bad if you take a few moments to talk with them.



Fig. 3-5. You'll encounter many Ruloi Drones when you reach their homeland. They're hard to hit with a weapon, but it's the best way to deal with them.

stoning, freezing, all poisons, and magic drain, and take only half damage from spells. They're further immune to light, acid, and stun attacks.

The best way to deal with them is a good weapon—melee or missile—because their soft flesh is virtually defenseless against things physical.

Ruloi Warriors

The Ruloi Drones' comparative physical weakness becomes obvious the first time you encounter a Ruloi Warrior. Blessed with the same immunities as their weaker cousins, Ruloi Warriors are encased in bony plating that affords resistance against edged, blunt, and impact attacks. They're just as fast and difficult to hit in combat, and spells are just as

likely to fail against them as against the Drones.

Close with them quickly and use a powerful weapon if you're to have any chance of combating them effectively. Also, keep a few healing methods handy for yourself.

Mutant Humans

In the Shattered Desert, you'll find what's left of an ancient human civilization. The harsh environment has horribly deformed these twisted, evil creatures, turning them into slaving Mutant Humans that seek only to kill and destroy.

Their touch causes radiation poisoning, to which they're immune because of their long exposure to radioactive material. Mutant Humans also are immune to Life Drain spells. In fact, because Gladstone's magic is relatively weak in the Shattered Desert, Mutant Humans are resistant to all magical attacks.



Fig. 3-7. Combat the vicious, deadly Mutant Humans using physical attacks, not magical ones.

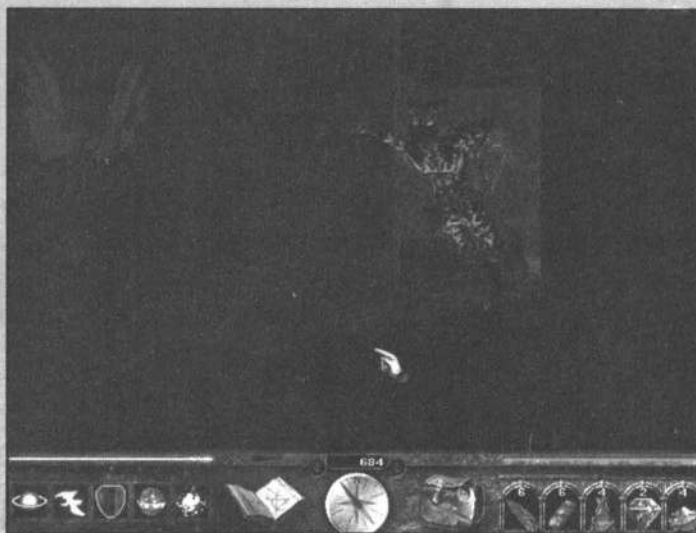


Fig. 3-6. Powerful and fast, Ruloi Warriors are ferocious and difficult enemies to defeat. Fortunately, they exist only on the Ruloi homeland.

Be prepared to heal yourself of radiation poisoning frequently, or deal with these shuffling monstrosities from long range.

Beasts

Of course, many enemies are simply (or not-so-simply) animals. Although not generally gifted with much intelligence, beasts are still serious opponents. Often they attack without regard to their own safety, using their natural ferocity and weapons to slice opponents to ribbons.

Cave Spiders

Larger than your typical spider, Cave Spiders live primarily in the limestone caves around Gladstone. Although they're not poisonous, Cave Spiders like to swarm and overwhelm their prey, and can easily subdue an unwary villager. They're vulnerable to most spells and physical attacks, and their thin exoskeletons make them easy to slay using blunt and impact attacks.

Wild Boars

A prime target for Gladstone's sportsmen and hunters, the Wild Boars of the Gladstone Woods are easily killed with piercing damage.

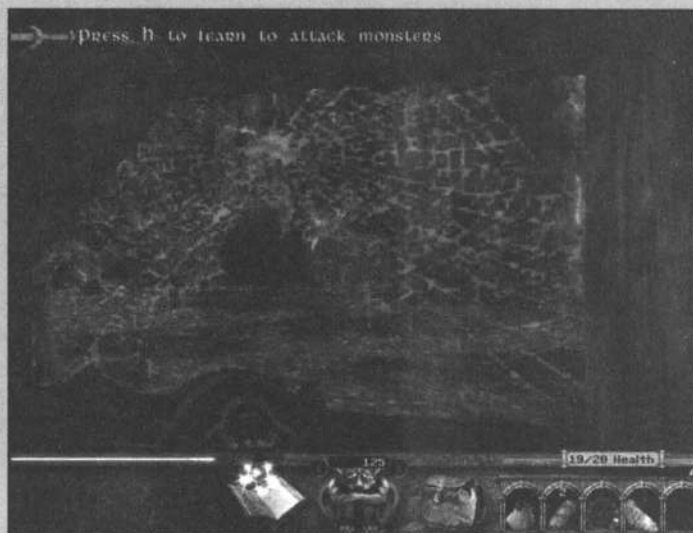


Fig. 3-8. The first enemy you fight is a Cave Spider. You'll encounter them often in the Draracle's Cave.

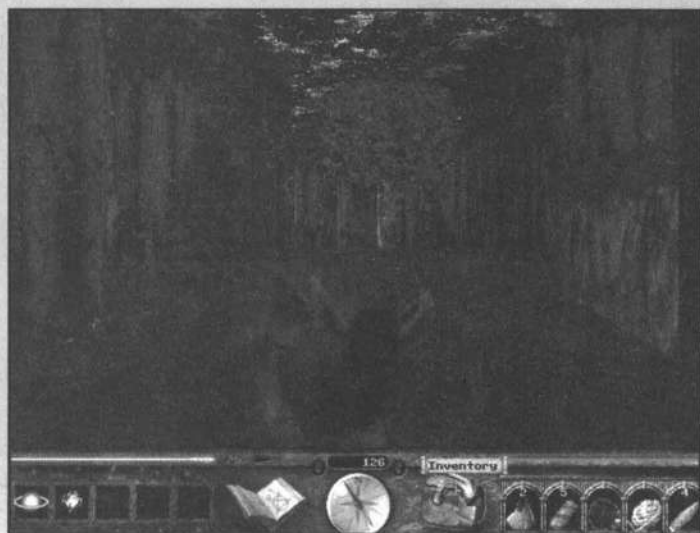


Fig. 3-9. Wild Boars are a consistently available, easily killed food source.

They're inclined to charge and attack, and are very protective of their young. Although they're generally aggressive, sometimes they'll wander past travelers, ignoring them. You'll see them frequently in combat with Lamplights.

Wild Boars are excellent sources of food; when your provisions run low, a trip to the woods may be in order.

Rats

Easily destroyed with fire or any physical attack, Rats are more of a nuisance than a real enemy. You'll encounter them all over Gladstone and the surrounding countryside. Their presence often indicates the presence of Wharf Rats in the vicinity.

Wharf Rats

These large, nasty, humanoid Rats have harassed visitors to the Draracle's cave for generations. Excavations in the Gladstone sewers opened holes into the cave system. As a result, Wharf Rats took residence in the sewers below the city. From there, they've moved out to the abandoned docks in Gladstone Woods.

They resist blunt and impact damage, but the matted pelt that protects them from these attacks makes them quick to succumb to fire. Wharf Rats love shiny coins, and usually you'll find some on their corpses.

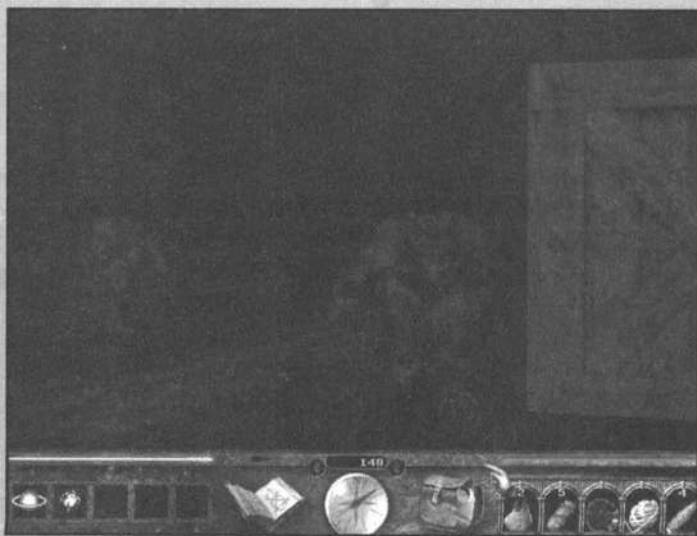


Fig. 3-10. Eliminating a Wharf Rat infestation is the Iron Ring's first quest.

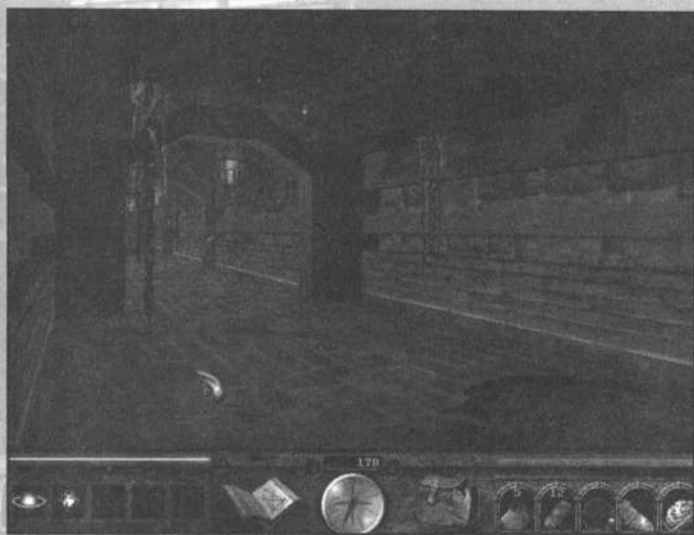


Fig. 3-11. The bigger the Roach, the harder it is to kill, and the more powerfully it will attack.

Roaches

Roaches come in all sizes. Some are almost small enough to step on. Others aren't. Gladstone's Roaches can grow as long as eight feet: when they get that big, they present a problem.

Giant Roaches resemble their smaller cousins in almost every respect, including durability. Blunt weapons are ineffective against them, but electricity roasts them nicely. Any Spark spell will keep your Roach problem to a minimum—but be wary of attacking gangs of Roaches. Even the largest Roaches are wickedly fast, and groups can quickly overwhelm an adventurer who wanders into their midst.

Lamplights

These green insects are easily mistaken for birds. They came from the southern continent, but migrated recently to the Gladstone area, where they live in the limestone caves. Local farmers consider them a nuisance, particularly to their goldenberry crops.

Fortunately, Lamplights aren't aggressive. Left alone, they'll usually ignore passers-by. When attacked, they retaliate with a Lesser Poison; dead Lamplights reward the slayer with a poison sac.

Although Lamplights are immune to their own poison, their body structure renders them vulnerable to blunt and impact damage. Because they evolved in the tropics, the cold can damage them heavily, as well.

You can avoid Lamplights, for the most part, or smash them with a handy mace.

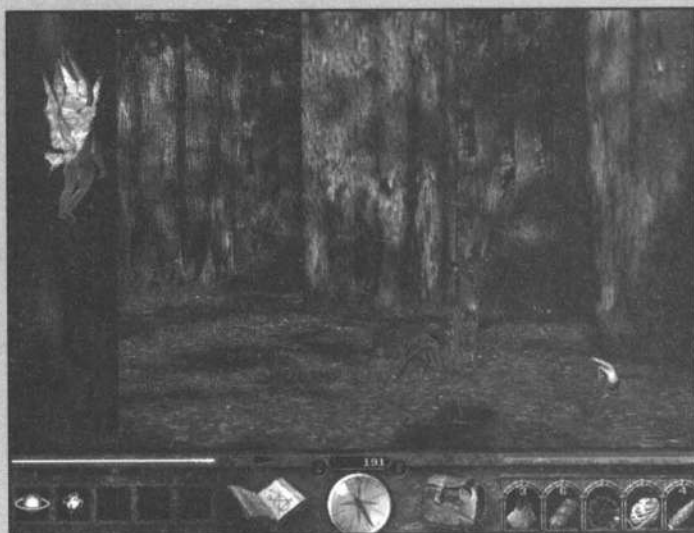


Fig. 3-12. Usually you can avoid the speedy Lamplights. They attack only when goaded.

Fire Beetles

Fire Beetles may have a laughable appearance, but these little bugs pack a significant wallop, easily roasting any adventurer who takes them lightly.

Fire Beetles' tiny bodies can generate extremely high temperatures. They're hive insects: if one is attacked, others in the area will move in. They strike from a distance, discharging

the heat they generate in a straight line ahead. These attacks are easy to dodge when the Fire Beetles are far away, but they're so small, they're nearly impossible to hit from a distance. Their speed makes close-quarters combat difficult.

Fire Beetles are highly resistant to blunt-weapon, heat, and fire-based attacks. They're vulnerable to cold, however, and cold or freezing magic is the best way to deal with them.



Fig. 3-13. Their small size makes Fire Beetles difficult to target, and their attacks can strip you of health quickly.

Lesser Fire Drakes

A full-grown dragon is a rare creature, largely because it takes several thousand years for a dragon to reach full maturity. The smallish, dog-sized Fire Drakes are the immature form of great dragons.

Despite their size, Lesser Fire Drakes are dangerous. Like most fire-dwelling creatures you'll encounter, they can issue a powerful and deadly cloud of flame. Up close, they attack with ferocious mouths and claws.

Lesser Fire Drakes can shrug off flame-based attacks. Cold, however, is very effective against them, and is a good way to attack them. A few up-close swings with a powerful weapon also will take care of business.

Ice Worms

These horrible creatures make their home on the Frozen Wastes. Generally, they remain dormant, becoming active only when they sense prey nearby.



Fig. 3-14. Lesser Fire Drakes sometimes will ignore a traveler who encounters them.

When attacking, Ice Worms raise themselves high above the ground and launch a powerful projectile that rips through armor and flesh. When threatened, they'll retreat into their lairs, soon to reemerge and continue their attack. Ice Worms are aggressive beyond belief, and never let a potential meal pass by without making an attempt to kill it.

Their environment renders them immune to cold and freezing attacks, and their rigid exoskeleton deters most physical attacks, particularly blunt ones. Piercing attacks, however, go straight through their natural armor, and so are particularly effective.



Fig. 3-15. Use powerful magical attacks to eliminate Ice Worms. Or charge and attack with a good piercing weapon.

Saber-Toothed Cerberus Tigers

An interesting creature to the amateur paleontologist, these two-headed beasts can use a variety of attacks to kill a hapless traveler. Saber-toothed Cerberus Tigers can bite with either head and attack with vicious claws. They dwell in the Frozen Wastes and in some areas of the southern continent.



Long exposure to their native environment has given them thick hides and layers of insulating fat, rendering them immune to cold and freezing attacks. This thick fur also protects them from piercing, blunt, and bare-handed strikes. They fear fire, however, and this is an ideal method for combating them.

Starks

Also called fire-chickens, these strange creatures have done in many a visitor to the White Tower, largely because their victims tend to underestimate them. Learning that a horde of fire-chickens is coming alarms few—until the Starks arrive. Like Fire Beetles,



Fig. 3-16. Although an excellent food source, Cerberus Tigers make vicious opponents.



Fig. 3-17. Don't laugh at the fire-chickens. They'll whittle you down to nothing if you aren't careful.

Giant Spiders are large enough to capture and devour a Wild Boar, or even a person. They're aggressive and relentless in their attacks and are sometimes encountered in overwhelmingly large groups.

Starks' bodies generate an intense heat, which they launch toward their foes. Starks serve as the main source of food for the Barbarian Warriors, and when properly cooked, are delicious.

Fire attacks are worse than useless against Starks, because the heat of these attacks only regenerates their lost hit points. Cold attacks are useful, however, and a powerful slash with a good weapon also will do them in quickly and efficiently.

Giant Spiders

Giant Spiders recently have taken up residence in the forests around Gladstone. They are relatively feeble enemies but can be dangerous to novice adventurers.

Giant Spiders had been content to remain in the trees and hunt only at night, but recent disturbances forced them down to the ground. They're immune to all poisons, and their exoskeleton renders them resistant to bashing. A good edged weapon will slice them up nicely, however.



Fig. 3-18. Giant Spiders have become a plague since the opening portals forced them from their natural habitat.



Scabengers

These strange, flightless birds live by devouring unprotected Ruloi eggs. Scavengers attack aggressively, and their speed makes targeting them difficult. Although their environment has rendered them immune to the effects of acid, you can destroy them quickly using magic and normal physical attacks.

Fig. 3-19. Their speed and small size makes Scavengers tough targets. They'll plague you from the moment you enter the Ruloi homeworld.



Picadons

Years of exposure to radiation have mutated these creatures in horrible ways. Composed of genetic material from desert beasts including tortoises to armadillos, Picadons are immune to radiation, acid, and Life Drain spells. The Shattered Desert itself renders most magical spells ineffective. Like Mutant Humans, Picadons will poison you with radiation if they touch you.

These creatures are fast and agile. If you can, hit them with a ranged weapon, or slice them through with your weapon of choice.



Fig. 3-20. Picadons are tough to hit, and their touch is deadly.

Magical Enemies

Some creatures defy normal description. Their existence is enhanced or even caused by magical forces. Because this magic imbues the existence of these creatures, many are granted special resistance against physical attacks or magic. Of course, this magic also gives them particular susceptibilities as well. This must be exploited if you plan to survive your encounters with them.



Fig. 3-21. Skeletal Guardians quickly become your main enemies in the Draracle's cave.

Skeletal Guardians

Originally the Draracle's defensive force, Skeletal Guardians recently have been spotted in the outer caves. The Draracle's absence has made them aggressive, and they seek victims actively.

Piercing weapons simply pass into the gaps between their bones, but their brittle skeletons make them vulnerable to blunt and impact damage.

Fire Elementals

Among the most difficult enemies in the volcanic portal, Fire Elementals are quick to attack and slow to die. They hide in large pools of magma, surfacing as prey approaches.

Fire- and heat-based attacks only regenerate their lost hit points. Cold damage is effective, however, and cold-based magic is ideal. Non-spell-using characters should close quickly and attack with force at melee range.

Fire Wisps

The Volcanic Caves' Fire Wisps are little more than animated spheres of flame. They regenerate when exposed to heat sources. Cold-based magical attacks are very effective, and a good weapon at close range can dispatch them quickly.



Fig. 3-22. The gigantic Fire Elementals can cause even the most resolute Fighter to quake with fear.



Fig. 3-23. Rift Hounds directly caused Copper's predicament. As portals close, Rift Hounds become more and more numerous in Gladstone Woods.

Rift Hounds

The Draracle's departure has opened rifts admitting these beasts, normally found in the pocket between dimensions, into this world. They resemble gaunt hunting dogs—a clue to their primary function, hunting and killing.

When they attack, Rift Hounds kill their victims' physical bodies and wrench away their souls, as well. They're immune to Banish spells, Storm Crystals, and all forms of draining and poison. Other spells and physical attacks affect them normally.



Zombies

These reanimated corpses of dead humanoids naturally dwell in graveyards and burial grounds. Zombies are mindless and will attack any living thing in their endless quest for living flesh.

Zombies are immune to most physical and magical attacks, including Banish, Storm Crystals, freezing, stoning, and all types of draining. Fire is the best weapon for destroying their rotted bodies.

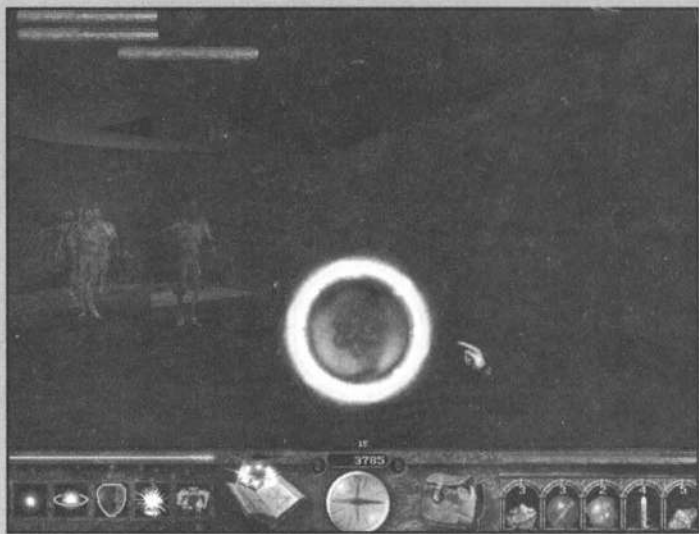


Fig. 3-24. Their relentless charge and immunity to most attacks places Zombies among the deadliest of enemies.

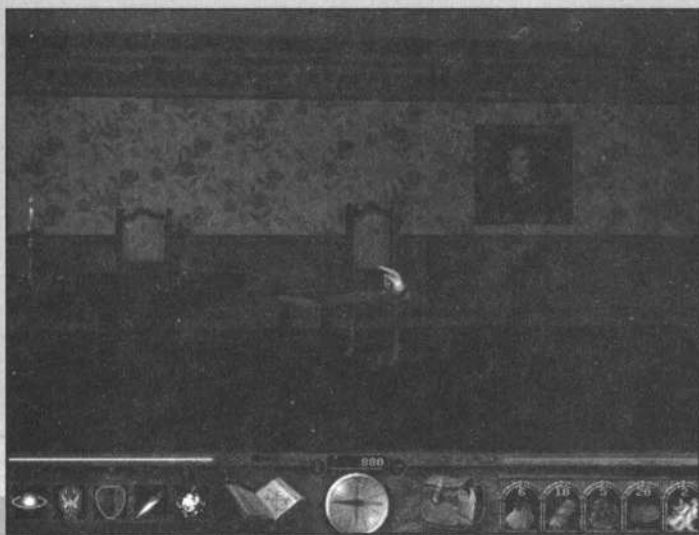


Fig. 3-25. If you can't use electrical or light-based magic, run when you see a Shade.

Shades

Shades resemble Zombies in their quest to destroy the living. Unlike Zombies, however, Shades have no interest in devouring flesh. Instead, they seek to drain their victims of the essence so critical to a Shade's survival.

Shades make terrible opponents: they're immune to most spells and physical attacks, Storm Crystals, freezing, poison, and Life Drain. However, electrical and light-based attacks will destroy them quickly and efficiently.

Harbingers

Said to be the physical incarnation of wraiths, these small, twisted, undead creatures fly through the Underworld in search of victims. They're often used as messengers, and it's said their arrival heralds the approach of their masters.

Harbingers are immune to magical attacks. You must deal with them physically. This can be troublesome, though, because they can inflict a Greater Poison. Hit from range when possible.



Fig. 3-26. These wicked creatures may surprise you by flying around and attacking from the flanks or rear.

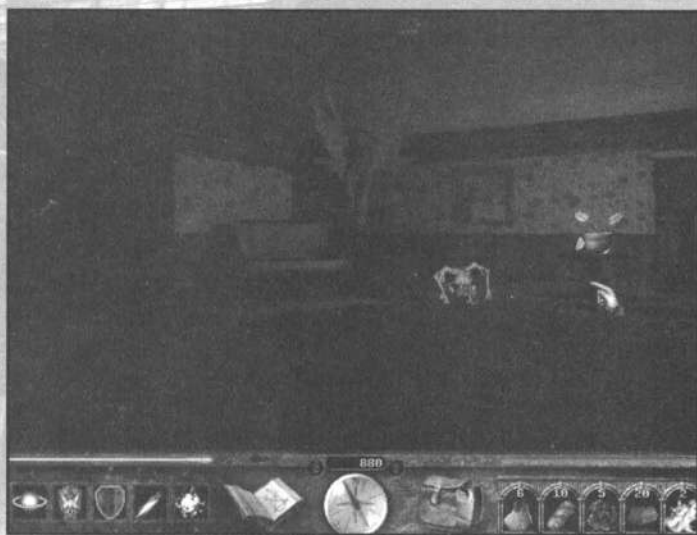


Fig. 3-27. If Copper doesn't locate and restore his soul, he could become one of these twisted creatures.

Fallen Ones

When a soul is ripped away from a living being (as with Copper), what remains is only an empty shell. Evil spirits often find and inhabit these fleshy husks, becoming Fallen Ones—twisted, malevolent creatures. You'll encounter them in the Underworld, and they'll attack relentlessly.

Any melee or missile weapon will dispatch Fallen Ones effectively, but these creatures are immune to magical spells.

Skeletal Rats

Powerful necromantic magics surrounding the Underworld animate Skeletal Rats. More aggressive than living Rats, they're reputed to grow to great size.

Like other skeletal beings, they're immune to piercing attacks, but you'll find them little more than a nuisance.

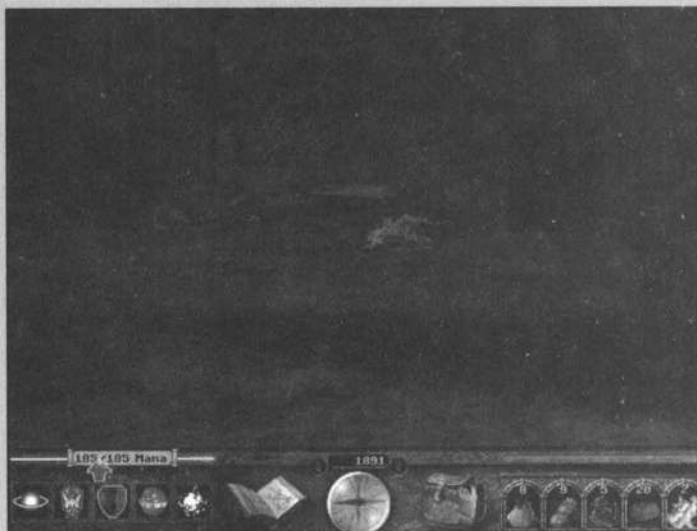


Fig. 3-28. These undead Rats are more annoying than dangerous, but they'll attack, all the same.

Unique Monsters



Fig. 3-29. You must destroy Morphera to rebuild the Shining Path.

Morphera

Of the few remaining great Dragons, Morphera is among the most powerful. Her kingdom is the fiery realm of The Volcanic Caves, the first portal you explore. Because Morphera's mate was killed recently, she's become far more volatile and dangerous, attacking without regard for her own safety.

Morphera is immune to Banish spells, Storm Crystals, stoning, and Magic Drain. She takes only half normal damage from all other magical and physical attacks. Fire and heat cause her to regenerate. Cold-based spells provide the ideal means for defeating her.

Jacinda

Jacinda is leader of the Barbarian Warriors of the Frozen Waste. The most powerful of these amazons, Jacinda can be deadly in combat but is just as likely to seduce her enemies using beauty and guile.

Jacinda is immune to freezing and cold-based magic, and her fighting skills render physical contests risky. Deal with Jacinda using fire and heat. She, like Morphera, holds a piece of the Shining Path.

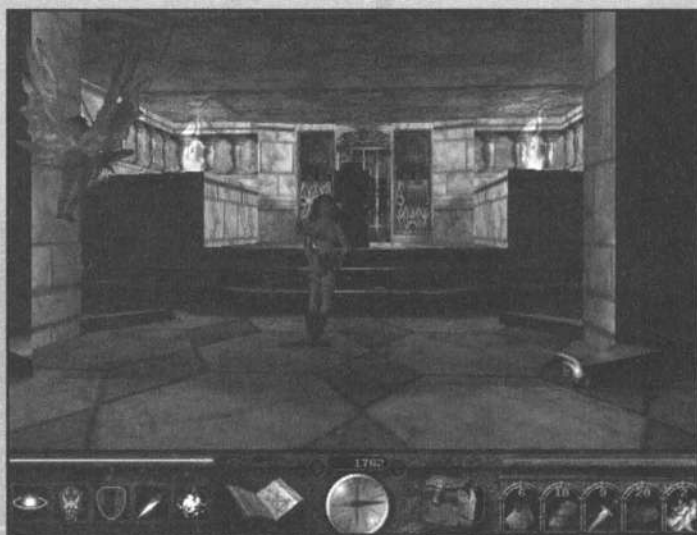


Fig. 3-30. Jacinda is the most powerful Barbarian Warrior, as you'll discover when she challenges you to combat.



Fig. 3-31. The black curtains hanging everywhere make it hard to spot the Scythe Demon in its lair.

Scythe Demon

The Scythe Demon rules the Underworld by virtue of its vast power. This incarnation of death and destruction traps and destroys all who reach its attic haven.

The Scythe Demon is immune to Banish, Storm Crystals, freezing, stoning, and Life Drain. Cold magic only causes it to regenerate. All other physical and magical attacks do only half damage.

Ruloi Collective

The Ruloi Collective came into being when the regeneration chambers on the Ruloi homeworld were destroyed. This huge, pulsating mass of flesh comprises the conjoined bodies of numerous Ruloi.



When approached, the Collective expels pods that attack anyone or anything nearby. As with most unique enemies, Banish is useless against the Ruloi Collective, and Storm Crystals, freezing, stoning, poison, and Magic Drain are similarly ineffective. Plus, the Collective is invulnerable to light, acid, stun, and other magical attacks. Thus, direct physical attacks are best, particularly using edged, blunt, and impact weaponry.

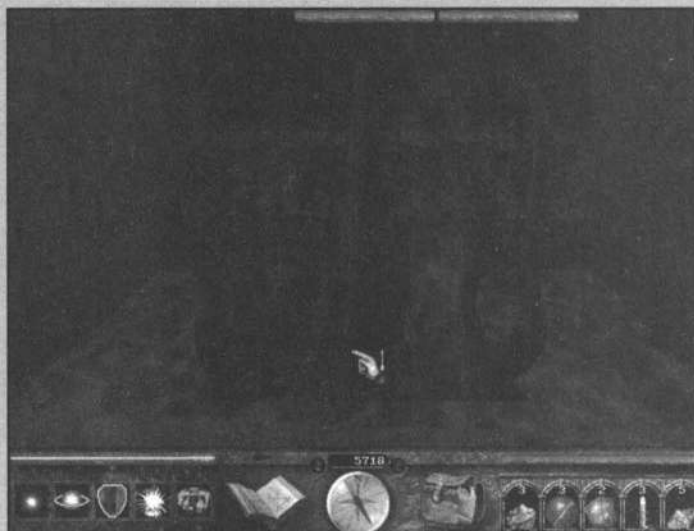


Fig. 3-32. Your ultimate enemy on the Ruloi homeworld, the Collective is a dangerous foe unless you attack it directly.

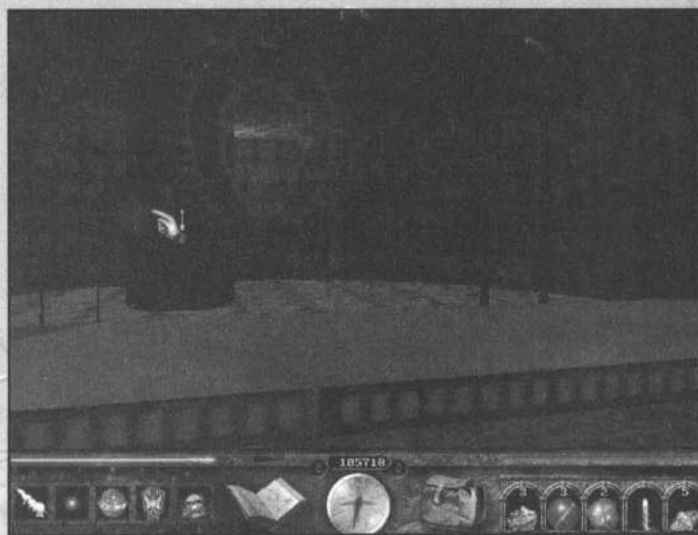


Fig. 3-33. Destroying Cabal is extraordinarily difficult. Fortunately, it's one of your last battles.

Cabal

Cabal originally was programmed to be a defensive computer system. Since the destruction of the Shattered Desert reawakened it, however, it rules its blasted kingdom with might and force, using automated mechanical defense systems to keep intruders at bay.

Cabal can't be Banished, and stoning, draining, Storm Crystals, freezing, and poisoning also won't work. Attacks that normally would bypass protection or resistance also won't harm it. You'll find defeating Cabal one of your most difficult trials.

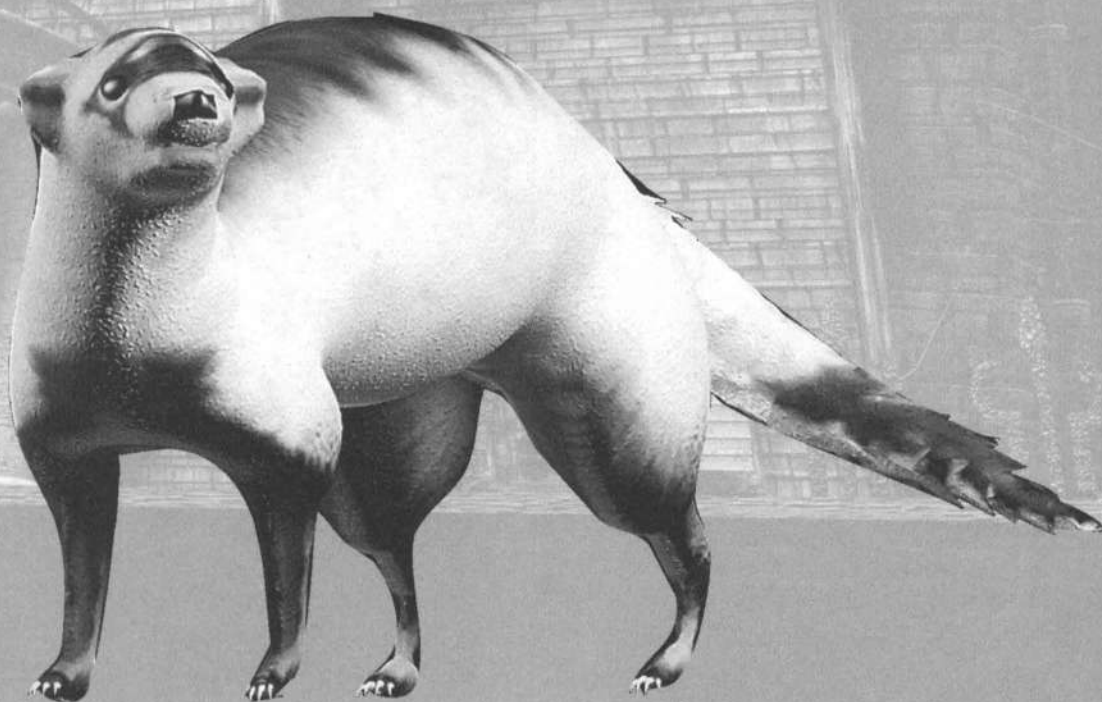
Jakel

This former assistant to the Draracle recently took matters into his own hands, and much of Gladstone's destruction can be traced to his actions (or inactions). His great age renders him extremely powerful, and he'll tolerate no impediment to his eventual dominance of Gladstone.

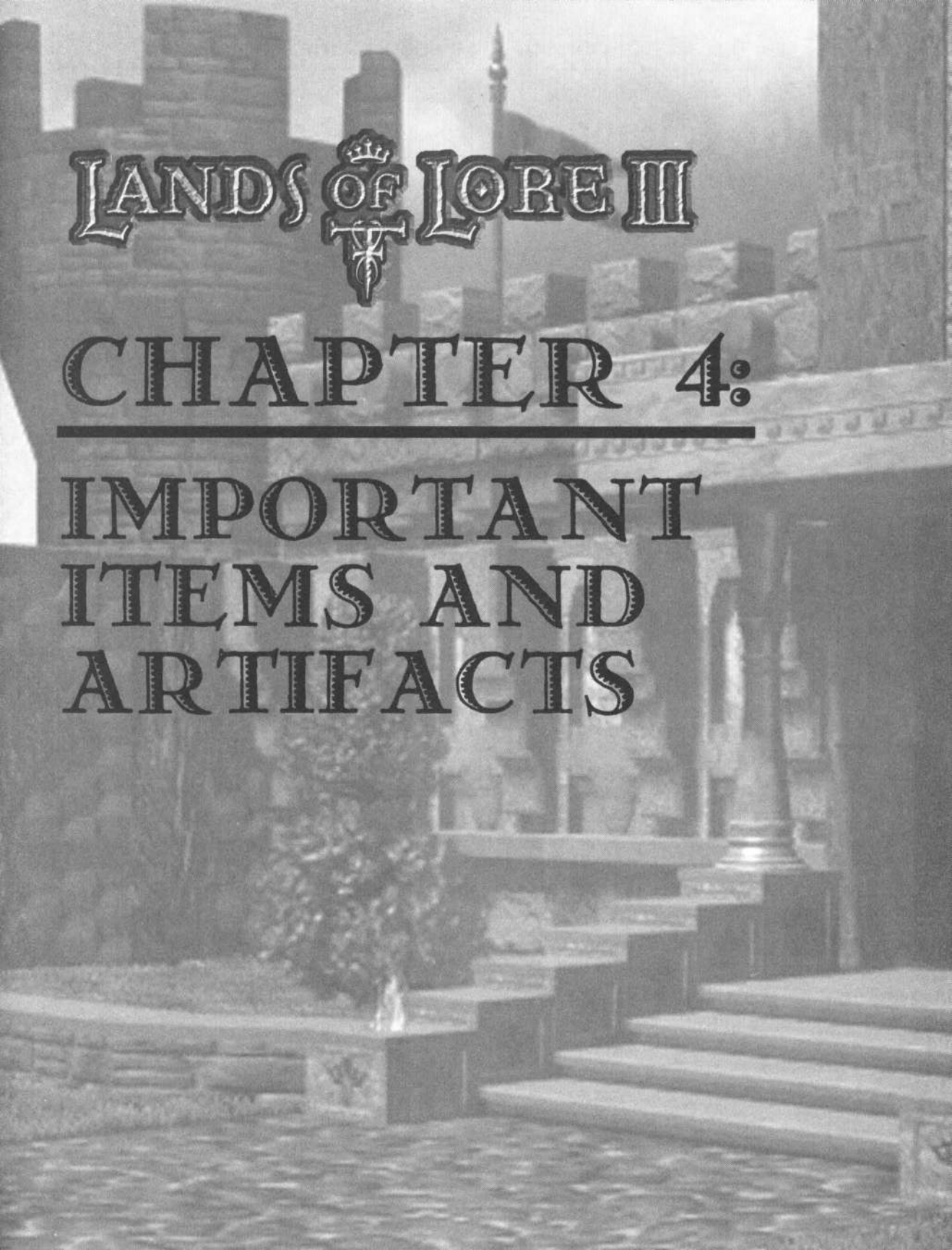
Because of his ties to the Draracle's quarters, Banish is ineffective against Jakel, as are Storm Crystals, freezing, stoning, all poisons, and Life Drain. Other magical and physical attacks do only half damage, and physical weapons that normally would bypass protection and resistances won't harm him in the least. Good luck.



Fig. 3-34. The mysterious Jakel is at the root of the Gladstone's destruction. To remove him, you must become incredibly powerful yourself.







LANDS OF LORE III

CHAPTER 4:

IMPORTANT ITEMS AND ARTIFACTS

Melee Weapons

Regardless of the guilds you join, you'll want a trusty weapon at your side when you enter combat. Used at close range, melee weapons range from short daggers to Thohan's Great Sword. Each has advantages against some enemies.

As you travel, you'll use a variety of weapons that increase in power as you rise in levels.

Mundane Weapons

In general, these weapons have no special functions other than killing enemies. Even so, they vary in power and worth, and some will be less effective against particular creatures.

Battle Axe

This large double-headed axe is dangerous on both the attack swing and the return stroke. This is a vicious weapon in the hands of an experienced Fighter.

Broadsword

A basic sword, the broadsword is useful for slashing attacks. It falls between the long sword and short sword in length.

Dagger

Use the knife-like dagger as you would a sword, but for stabbing rather than slashing.



Fine Long Sword

Although the fine long sword is noteworthy for its beauty more than its combat effectiveness, it can be useful in battle.

Halberd

This long pole arm allows you to deal damage from a distance.



Fig. 4-1. Pole arm weapons, such as halberds and battle axes, can deal damage from beyond your enemies' reach.

Hand Axe

Use the short blade of this simple axe to cleave your enemies.

Iron Great Sword

This large sword can deal tremendous damage. Because of its size and weight, however, only the strongest warriors can wield it easily.

Long Sword

This standard weapon is useful for combat against most creatures.

Mace

Basically a club encased in metal, the mace can bash foes into submission. Many creatures can resist its effects, however.

Orcish Mace

This version of the basic mace comes with an oversized head, the better to smash your foes. Its larger size renders it difficult to wield properly.

Orcish Reaper

Another weapon of Orcish design, the reaver is a heavy, short sword with a serrated blade.

Rock

You can use simple rocks as a last resort to batter your enemies into submission. You also can hurl them as a missile weapons.



Fig. 4-2. Bashing weapons, such as maces, are extremely effective against brittle or weak enemies vulnerable to crushing.

TIP

Use a rock as a melee weapon only when you're desperate. It's just this side of bare hands, for a non-Fighter character.

Short Sword

The short sword falls between the dagger and the broadsword in length. Thus, it's useful for both stabbing and slashing.

Spiked Mace

The spikes attached to the head of this mace add piercing damage to the blunt damage of a regular mace.

War Hammer

A huge hammer swung like a club, the war hammer is heavy and causes a lot of damage when it makes contact.

Magical Weapons

Magical weapons pack additional punch in any attack. They're almost always preferable to nonmagical ones, although some have requirements or negative effects you must consider before employing them.

Backbiter

This otherwise normal long sword has special properties, particularly in the hands of a Thief. Using it to strike from behind drains an additional 25 Hit Points and 25 Spell Points from the enemy.

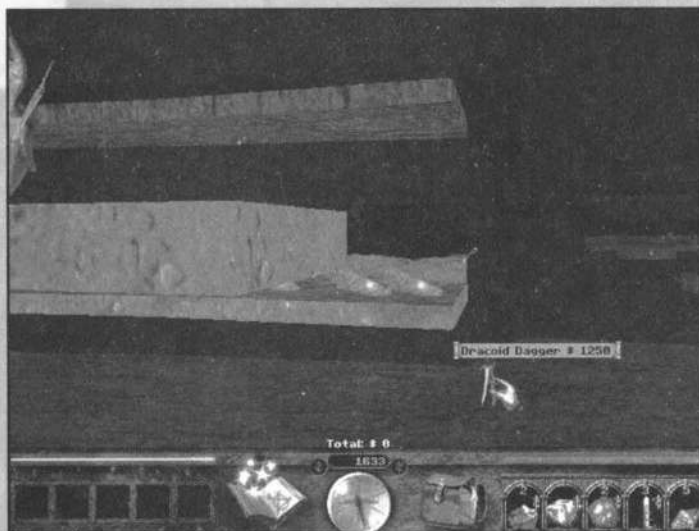


Fig. 4-3. You can use special daggers, such as the Dracoid Dagger, as both melee and missile weapons.

Bone Great Sword

Half of this sword's strikes release bone chips that inflict additional damage.

Crescent Razor

Little more than a sharpened wedge of steel with spikes at either end, this vicious weapon can cut through virtually anything as easily as scissors would a sheet of paper.

Dracoid Dagger

Each hit with a Dracoid Dagger causes damage and drains Spell Points from the victim.

Emerald Dagger

You can use an Emerald Dagger like a regular dagger, but one strike of four inflicts a Lesser Poison. It's the favorite weapon of Thieves.

Gauntlets of Striking

These large metal gloves take the place of a traditional melee weapon when worn. Gauntlets of Striking allow for powerful attacks, stunning those enemies vulnerable to stunning damage.

Great Axe Blizzard

Each blow from this massive axe has a 25 percent chance of freezing its target solid for a short time. Striking the frozen enemy shatters it into thousands of ice shards, killing it instantly.

Great Sword Darkstorm

In addition to inflicting damage, each strike of this huge blade drains Hit Points and Spell Points from your victim and transfers them to you.

Great Sword FireStorm

In combat, this large sword has a 50 percent chance of bringing down a FireStorm on your enemies.

Halberd Bastion

Used in conjunction with the Shield Bastion, this weapon surrounds you with defensive spikes to damage approaching enemies.

NOTE

Using Halberd Bastion and Shield Bastion together increases your Protection by 25 percent.

Jade Dagger

Each strike of this more powerful Emerald Dagger has a 50 percent chance of inflicting a Lesser Poison.

Long Sword Prism

Each hit with this sword has a 25 percent chance of releasing a blinding pulse of light that stuns enemies. Outdoors, this chance increases to 75 percent.

Reaver of the Great Orc

Only the strongest characters can wield this huge weapon. In fact, without a champion stone or Gauntlets of Might, *no one* can. Its great size and the strength of the user combine to deal tremendous damage.

TIP

You may wish to unequip this weapon before a champion stone wears off or you remove the Gauntlets of Might. Otherwise, it will fall to the ground immediately.

Silver Fang

Touching the Silver Fang hilt to the Shining Path in the Draracle's quarters results in this sharp, deadly sword. Each strike with this weapon permanently reduces one to five of your enemies' Hit Points.

Thohan's Great Sword

This is arguably Gladstone's most powerful weapon. Using it negates 50 percent of all nonmagical damage you'd otherwise suffer. Plus, you'll recover Hit Points at twice the normal rate.

Anytime you fall below one-fourth of your normal Hit Point maximum, the sword summons a Large Imp to fight on your behalf. Each successful strike has a 10 percent chance of calling a Lightning Storm (per the spell); strikes that don't call a storm drain Hit Points and Spell Points from their targets. It's said that Thohan didn't have this sword with him the day he was killed.

War Axe Traitor

This weapon does vast amounts of damage in combat, but at a great price: unless you wear Bracers of Valor when you wield this axe, you'll suffer damage equal to that you inflict from the return stroke of the axe.

Missile Weapons

Killing or wounding your enemies before they get in attack range makes getting past them much easier. Missile weapons allow you to get in the first strike from a distance.



TIP

You can also use the daggers and rocks listed with melee weapons as missile weapons.

Mundane Weapons

Your first missile weapons probably will be the rocks and daggers you find around Upper Gladstone and in Gladstone Woods. Several mundane missile weapons can add to your ability to inflict damage from a distance.

Heavy Crossbow

Use this large missile weapon to puncture the armor of distant foes.

Light Crossbow

Less powerful than a heavy crossbow, the light crossbow is easier to wield and quicker to reload.

Longbow

This basic bow is useful for killing distant enemies.

Magical Weapons

Missile weapons with a magical component can add force to your distance attacks. Many are simply more powerful than their mundane counterparts; others fire additional missiles with each strike. The most sought-after magical missile weapons are those that combine the two.

Axe of the Long Arm

After you hurl this magical axe at an enemy, it returns to your hand.

Boom Stick

When you fire this weapon, it releases a cloud of deadly pellets, somewhat like a shotgun. Although it takes a long time for this weapon to recover, the damage it inflicts is considerable.

Crossbow Myriad

This crossbow is one of the game's deadliest missile weapons. Firing it releases a trio of bolts instead of a single shaft. Each bolt that hits releases a Chain Spark, inflicting even more damage to the target and nearby enemies.

Dagger of Light

This missile weapon, when placed in the melee weapon slot in your inventory, creates daggers of light in the missile weapon slot.

Dagger of the Empty Hand

Like the Axe of the Long Arm, this dagger returns to your hand after you hurl it.

Dark Bow

This bow releases a sphere of darkness that drains targets of both Hit Points and Spell Points. Collect the resulting small red and blue spheres and use them to replace the points you lose to spellcasting and wounds.

Earth Staff

The Earth Staff first causes a small earth tremor to shake up the opposition. Then it releases four to six miniature flying earth elementals to attack your enemies.

Greatbow Shard

This bow launches shards of ice instead of arrows. Each shard that hits shatters, damaging other enemies nearby.



Greatbow Shift

This useful missile weapon launches fire, lightning, or ice bolt projectiles, depending on the enemy's vulnerability.

TIP

Greatbow Shift fires normal arrows at creatures immune to fire, lightning, or ice.



Fig. 4-4. Because Fire Drakes are most vulnerable to cold, Greatbow Shift launches ice crystals at them.

Noble Valkyrie Crossbow

This heavy crossbow launches a spray of fireballs.

Plasma Staff

Use the Plasma Staff to shoot three simultaneous Lesser Plasma Bolts at your foes.

Shard Staff

The ice missiles this staff fires can track your enemies, virtually guaranteeing a successful strike.

Spirit Staff

The Spirit Staff creates a small cluster of angels who seek your enemies and slay them.

Twin Bow

The Twin Bow fires two normal arrows, one right after the other, on the same line.

Valkyrie Crossbow

Basically a smaller Noble Valkyrie Crossbow, this weapon launches a fireball at its target.

Vulcan Staff

This weapon functions like the Earth Staff and Spiritstaff, creating a small group of Fire Elementals to fight for you.

Armor

Equip yourself with armor at your earliest opportunity. It's vital for keeping you safe and preventing your enemies from slicing you to ribbons.

The armor you find and purchase from guild shops ranges from feeble at best to effective against virtually any attack.

Mundane Armor

Even something as simple as a pair of leather gloves can prevent some damage and deflect attacks.

Chainmail Gloves

Chainmail consists of rings tightly linked to create a metal "fabric." Chainmail gloves can help prevent injury to your hands and wrists.

Chainmail Shirt

The chainmail shirt will protect your chest, stomach, back, and arms.

Field Platemail

This fine metal armor will deflect numerous enemy attacks. Its great weight, size, and cost reflect its effectiveness.

Fine Bracers

Worn on the wrists, bracers will deflect enemy attacks.

Fine Leather Armor

More ornamental than effective, fine leather armor looks quite a bit better than it functions as protection.

Fine Leather Buckler

This small tanned-leather shield can deflect some attacks, but offers little in the way of protection.

Full Platemail

Full platemail is the best defense you can buy short of magical armor. It covers the entire body in thick metal plates, protecting against attack from every angle

Iron Shield

This huge metal shield is durable and effective, and will protect the user against many attacks.

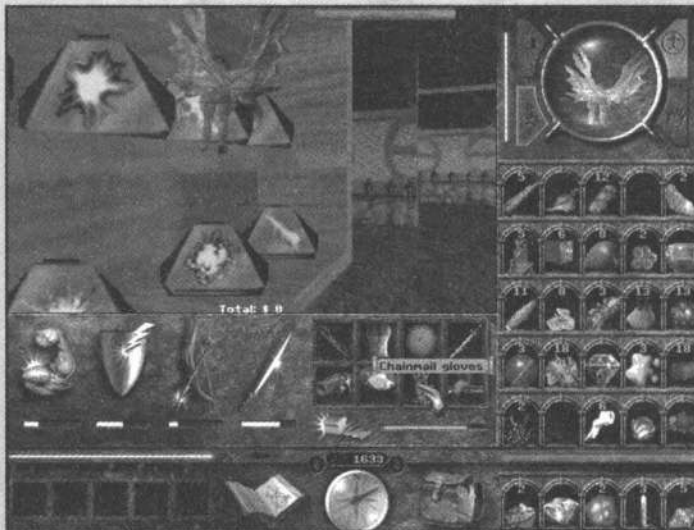


Fig. 4-5. Even simple chainmail gloves can help prevent nasty injuries.



Leather Armor

Armor made from cured and tanned animal hides is light but affords little protection.

Leather Buckler

This small hide shield will deflect some attacks.



Fig. 4-6. Although its protection is incomplete, the platemail breastplate affords far more protection than leather armor.

Wooden Shield

Although it's less effective than a metal shield, the wooden shield offers a good low-cost alternative to leather.

Magical Armor

The magical armor you'll find in guild shops and portal worlds provide the game's best protection. Many of these devices have protective properties above and beyond simply knocking away physical strikes.

Bracers of Valor

Wear these when you use the massive War Axe Traitor, or risk damaging yourself as much as the enemy.

Coward's Shield

When you equip this shield, your Might and Protection scores instantly drop to zero—but you're also rendered invisible. If you attack, you become visible for 10 seconds.

Leather Gloves

These common gloves fit tightly to protect the hands.

Platemail Bracers

These wrist coverings made of high-quality metal deflect blows effectively.

Platemail Breastplate

Unlike full platemail, this heavy, durable piece of metal armor covers only the torso.

Spiked Iron Shield

This heavy, spiked shield inflicts 10 extra points of damage for each successful melee attack.

Studded Leather Armor

The metal studs on this suit of leather armor will deflect some attacks.

Death Stroke Shield

The Death Stroke Shield has a 50 percent chance of completely negating otherwise lethal attacks and preventing any damage.

DragonFire Bracers

If you're attacked in melee combat while you're wearing these bracers, they'll ignite, inflicting Ancient Fire damage on the enemy. You'll suffer the same damage unless you're also equipped with DragonScale Armor and Gauntlets.

DragonScale Armor

Made from the scales of ancient dragons, this armor confers some protection against Ancient Magic attacks and spells. It also will prevent 75 percent of the damage the DragonFire Bracers cause when they ignite.

DragonScale Gauntlets

Like DragonScale Armor, these gauntlets afford some protection against Ancient Magic, and prevent 25 percent of the damage caused when the DragonFire Bracers ignite.



Fig. 4-7. This shield can prevent your death should enemies hit hard enough to kill you.



TIP

You can prevent all damage from DragonFire Bracers only by wearing both DragonScale items.

Fire Shield

This shield provides additional protection against fire and heat-based attacks, but renders you vulnerable to cold and freezing damage.

Gargoyle Bracers

Wearing Gargoyle Bracers, constructed by Ancient Imp Lords, reduces the cost of casting all Summon spells by 25 percent.

Gauntlets of Might

These powerful metal gloves confer tremendous strength, increasing your Mighty Blow skill by five levels. For characters without this skill, wearing Gauntlets of Might allows for Mighty Blow at the fifth level of ability.

Gauntlets of Speed

Equipping these gauntlets increases speed of movement and speed of attacks by 25 percent.

Mana Bracers

Wearing Mana Bracers reduces your Hit Points by 25 percent of your normal maximum, and increases your Spell Points by a corresponding 25 percent.

Obsidian Chainmail

Effective armor in general, this fine suit of carefully crafted stone links affords significant protection against electrical attacks.

Reflective Platemail

Although this interesting suit of ornamental platemail is relatively ineffective against physical attacks, it reflects enemy spells back to the caster, so they affect you both.

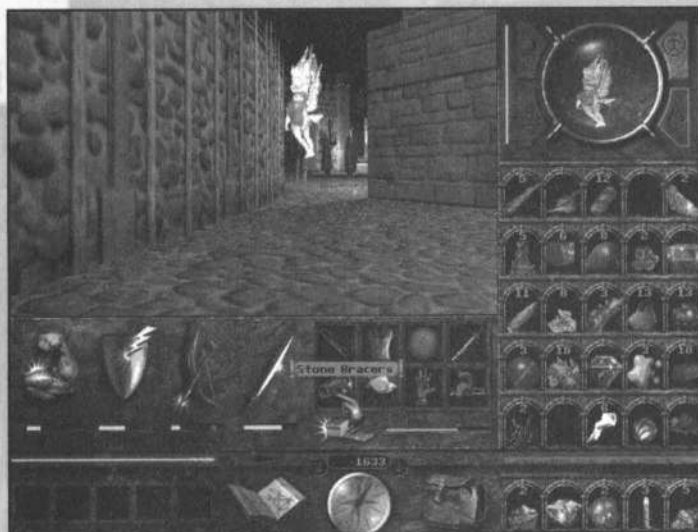


Fig. 4-8. Stone Bracers render you immune to all poison.

Shield Bastion

This magical shield creates a set of iron pikes along the top of the screen to augment your defenses. Using it with the Halberd Bastion increases its defensive properties by 25 percent.

Soft Leather Armor

This otherwise normal suit of leather armor has been treated with a substance that renders the wearer immune to acid and acid-based attacks. The strange unguent also makes the armor soft and pliable.

Stone Bracers

Equipping Stone Bracers reduces your Protection but renders you immune to all Lesser and Greater Poisons.

Spell Devices

Many items have spell-like effects. Some of these are very rare, others are commonplace, and a select few are one-of-a-kind.

Ancient's Stone

Breaking these old, powerful rocks, imbues you with the ability to cast a single spell of Ancient Magic. You can use the stones this way only once. Each casting of Ancient Magic requires another stone or similar repository of Ancient Magic.

Dragon's Blood

Throw this vial of blood from an ancient dragon as you would a hand grenade. It will sit where it lands for about five seconds, and then explode, damaging anything in its small blast radius.

Fire Crystal

Use this crystal to launch a large, deadly fireball. Fire Crystals contain several charges, and so you can use each several times. You may recharge them in the Talamari guild hall, as well.

Guardian Orb

This device looks like a small sword encased in a crystal sphere. Break it, and it creates a mystical sword that deals tremendous damage to a single opponent before disappearing.



Fig. 4-9. Guardian Orbs are useful for taking down powerful foes.

Ice Seed

When you use an Ice Seed, it creates a huge wall of ice you can hide behind and use to deflect attacks.



CAUTION: Be careful when you use an Ice Seed. It's possible to wall yourself in permanently.

Ivory Chip

Equip the Ivory Chip to acquire five Spell Points.

Kelen's Ring

Kelen's Ring imparts an effective melee attack on the unarmed wearer, rendering all bare-handed attacks equal to those of tiger paws. A loud growl accompanies each such strike.

Kieran's Circlet

This circlet protects you as if you wore standard platemail. You can't use it with actual body armor.



Large Flashpot

Throw or drop this device and it gives you a trigger. When you detonate it, the Large Flashpot—effectively a very big bomb—will explode, damaging everything in the area.

Lightning Crystal

Use the Lightning Crystal to hurl a powerful lightning bolt. Like the Fire Crystal, it has several charges.

Lorestone

Hold this interesting item over something you wish to learn about. Then break the Lorestone to reveal all available information.

Manastone

This item instantly restores all lost Spell Points.

Masque of Shadows

This interesting item renders you invisible for as long as you can remain motionless.

Quicksilver

Apply this substance, which comes in a small ceramic pot, to any melee weapon to add 10 points to its Might.



TIP

Quicksilver is effective only once per weapon. Additional applications have no effect.

Ring of DrakeFire

This ring turns your spells in the Spark spell category into FireSpark spells. And when you also wear DragonFire Bracers, DragonScale Armor, and DragonScale Gauntlets, you can cast these spells for half their normal cost in Spell Points.

Ring of Reflection

This ring reflects half the spells cast at its wearer back on their casters.

Scavenger Eyes

Throw these eyes, taken from the bodies of Scavengers in the Ruloi homeworld, as you would grenades. They explode on impact.

Small Flashpot

This item is identical in use and effect to the Large Flashpot, but the explosion is smaller.

Stone Cube

The Stone Cube works like the Ice Seed to form a barrier of rock.

Stone of the Cobra

Stone of the Cobra halves the time you'd normally need to recover a melee weapon, thus doubling the number of attacks you can launch in the same amount of time.

Storm Crystal

Use this device to call down a rain of lightning bolts.

Stroke Dagger

When you use a Stroke Dagger, either from your inventory or as a missile weapon, it becomes a triple-strength lightning bolt, dealing tremendous damage.

Warstone

Equip this item to increase your maximum Hit Points by 25 percent.

Healing Devices

No matter how hard you try, you can't get through *Lands of Lore III* without taking damage. The following devices help restore you when you're near death (or prevent you from getting that close in the first place).

Aloe Biscuit

Eat an Aloe Biscuit to restore 10 Hit Points. It also acts as a food item.

Coco's Cap

You can find Coco's Cap in several locations in the portal worlds. When you put it on, you'll hear strange mumblings and laughter. If you remain inactive for several seconds, you'll fall asleep briefly, and when you awaken, your Hit Points and Spell Points will be restored.



Fig. 4-10. Stone of the Cobra doubles your speed in melee combat.



Healing Scroll

Healing Scrolls restore up to 50 Hit Points lost through magic or combat.

Heart of Sunrise

You'll find this powerful healing device beneath the Dragon City in the first portal. Before you can use it, you must charge it with power.

Heartstone

Use this rare item to reverse a Familiar's death.

Lifestone

Use this to recover all lost Hit Points instantly. Also, Lifestones can be used to resurrect a dead Familiar.

Ring of Regeneration

Wearing this ring allows you to recover Hit Points more rapidly.



TIP

The Ring of Regeneration offers additional protection against death. If you die while wearing it, you'll be resurrected, but the ring will be destroyed.

Spider Silk

Wrap your wounds in the silk of Gladstone's Cave Spiders and Giant Spiders to restore five Hit Points instantly.

Fig. 4-11. Use this silk, found on the body of any Cave or Giant Spider, to bind your wounds.



Staff of Healing

Equip this device as a melee weapon to halt your Spell Point recovery and quadruple your Hit Point regeneration.

Vel's Fruit

Eat Vel's Fruit to counter the effects of Lesser and Greater Poisons.

Protective Devices

You won't survive long in the portal worlds if you don't protect yourself from damage. Armor helps, but other items can reduce the damage you take, as well, even rendering you invulnerable to certain attacks.

Cat Ring

Equipping this ring halves any damage you take from a long fall.

Colim's Amulet

Colim's Amulet imparts limited protection against magical attacks, and complete protection against draining attacks.

Dragon Gem

You'll sometimes find this device in the heart of a dragon. Wear it for limited protection against physical attacks.

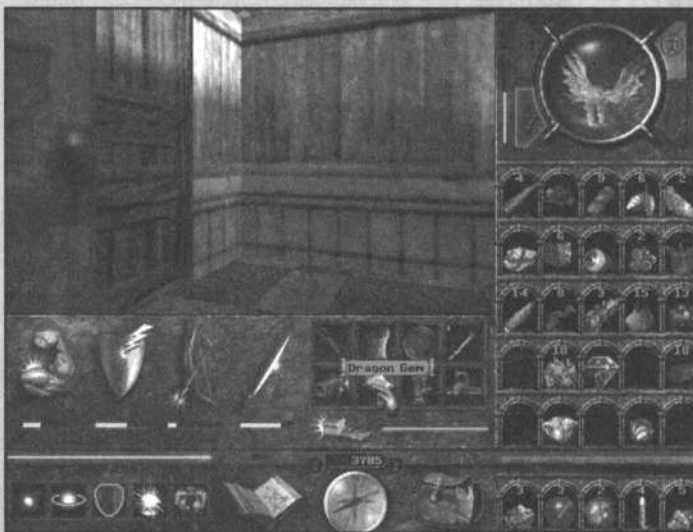


Fig. 4-12. The Dragon Gem can prevent some damage while you wear it.

Drakelord Gem

When you wear it as an amulet, this big brother to the Dragon Gem affords you even greater protection against physical attacks.

Greater Bezoar Ring

Wear this ring for immunity to the effects of Greater Poison.

Iron Rod

This interesting device renders you immune to electrical damage.

Jeweled Scarab

The Jeweled Scarab imparts resistance to Ancient Magic.



Lesser Bezoar Ring

This device protects you from the effects of Lesser Poison.

Food

As you journey, you must eat to keep up your strength. Hunger prevents you from regaining lost Hit Points and Spell Points, and your Might and Protection will drop gradually to 20 percent below normal. Stay hungry long enough, and you'll start to starve; starvation results in a steady loss of Spell Points—one every 30 seconds. Your Might and Protection statistics will decrease slowly to half their normal maximums.

Eating, then, is also an important part of your quest. You may choose from a number of food items.

NOTE

Although you can't die of starvation in LANDS OF LORE III, it can weaken you so that an enemy can kill you easily.

The enemies you defeat provide numerous food items. Rats and Wharf Rats offer up rat meat; Wild Boars, pork chops; Cerberus Tigers, tiger meat. Slaughtered Starks instantly barbecue themselves. And Lesser Fire Drakes—really young dragons—add dragon meat to your inventory.

In addition, you'll stumble on other edible items. These include: bags of rations, bon-bons, and rotted meat.

TIP

Rotten meat carries a chance of inflicting a Lesser Poison. Unless you're desperate, avoid it.



Fig. 4-13. Lesser Fire Drakes are an excellent food source.

Pharmacopoeia

Your pharmacopoeia allows you to create useful items from objects you discover in Gladstone and the portal worlds. Many are relatively inert, but some have additional effects when you ingest or use them. (Appendix B provides an easy-to-reference table of formulas.)

Aloe/Cave Aloe

Aloe grows in Gladstone Woods, and cave aloe in the Draracle's cave. These are useful ingredients in some combinations. Ingesting them alone will restore five Hit Points.

Amber

Amber is useful only in combination with other ingredients. You can find it in The Volcanic Caves.

Black Lichen

Eating black lichen restores 20 Hit Points. You can find it on the Lower Gladstone docks and in the sewers.

Blood Aloe

Blood aloe grows from corpses in the Underworld. Consuming it converts 10 percent of your Spell Points to Hit Points.

Brook Flounder

Eating brook flounder not only banishes hunger, but generates a temporary eye on the back of your head. For about a minute you'll see both ahead and behind. You can get brook flounder at the Lower Gladstone docks.

Dreamshard

Dreamshards, found on the Ruloi homeworld, are strictly formula ingredients.

Geldenberry

Eating this large orange berry restores 10 Hit Points. Pick them in the orchard in the Gladstone Woods, or purchase them from the farmer.

Gorgonite Nodules

Gorgonite nodules are useful only as formula ingredients. They grow from rock formations in the volcanic caves.



Fig. 4-14. You'll find black lichen growing in the sewers. It's a valuable formula ingredient, curative, and food.



Hot Bead

Hot beads are formula ingredients you'll find in the remains of broken machinery in the Shattered Desert.

Hound's Heart

When you slay a Rift Hound, its heart issues a pulse of light that leads to the nearest portal. Also, it randomly creates several other items, and can be eaten.

Ice Shard

Ice shards from the Frozen Wastes are useful only in formulas.

Ironwood Sap

Cutting ironwood trees in the Gladstone Woods yields this handy ingredient.

Lamplight Eggs

Take these from Lamplight nests in Gladstone Woods. When you eat them, they act as food and give you low-light vision for one minute.

Magnesium Stone

Magnesium stones generate a dim, sputtering light for about five seconds. Find them under lava flows in The Volcanic Caves.

Mana Leech

Eating mana leeches restores 10 Spell Points, but inflicts radiation poisoning at the same time. They're indigenous to the Ruloi homeworld.

Mandrake Root

Many trees in the Underworld portal yield mandrake root. Eating them renders you unconscious for five seconds. You'll awaken with 20 Spell Points and 40 Hit Points restored.



CAUTION: Your Protection score drops to zero while you're unconscious from eating mandrake root.

Mugwort

You'll find this formula ingredient growing in Gladstone Woods around the opened portal to the Underworld.

Mushroom Rot

You'll find mushroom rot, an ingredient in numerous formulas, on the strange mushrooms growing in the Ruloi homeland.

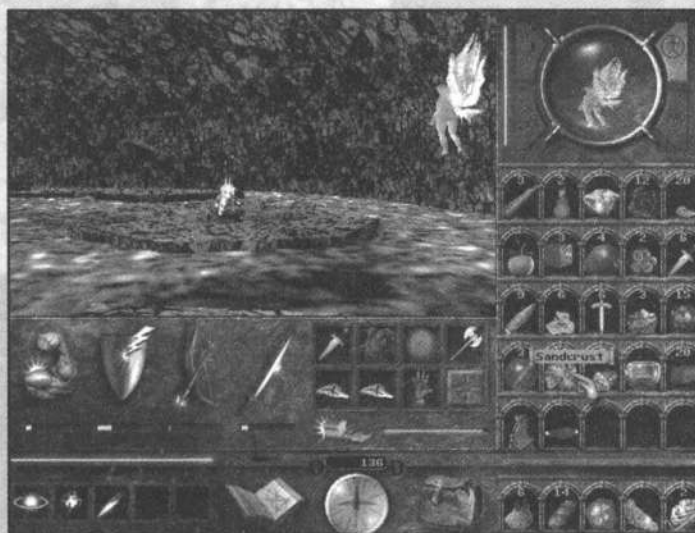


Fig. 4-15. Sandcrust is useful only when combined with other formula ingredients.

Rainbow Sulfite

You'll find this formula ingredient growing on crystal formations in the Ruloi homeland.

Sandcrust

Gather this ingredient around lava pools in The Volcanic Caves.

Silverleaf

Silverleaf acts like aloe or cave aloe when eaten, but restores five Spell Points rather than five Hit Points. You'll find it in the Underworld.

Swampblack Root

You'll locate this food item in the Underworld's hedge maze.

Tar Crystals

Gather these useful formula ingredients around bubbling tar pools in the Frozen Wastes.

Venom Sac

Lamplight corpses sometimes yield venom sacs you can use in pharmacopoeia formulas.

Waterspark Leaf

You can find this food item around portals in the Gladstone Woods after the portals start corrupting the land around them.

Pharmacopoeia Combinations

Many items are actually combinations of other items. Although the components may be useless individually, combining them with other ingredients transforms them.

Acid Sac

You can find acid sacs already made, or combine Lamplight eggs with tar crystals to create them. Hurl them to reduce your target's Hit Points and attacking ability by 25 percent for about 15 seconds.

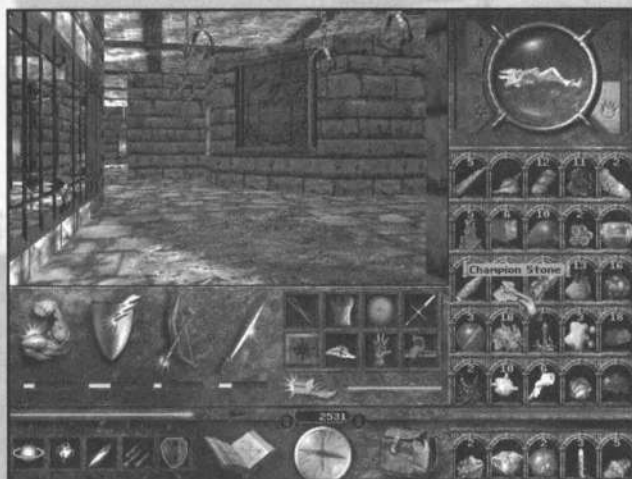


Fig. 4-16. Using champion stones increases your Might statistic and Mighty Blow ability.

Arrant Prac

This useless item results from combining pharmacopoeia items incorrectly. Discard it.

Champion Stone

Amber and ironwood sap combine to form champion stones, which increase your Might statistic by 20 points for one minute. They enhance the Mighty Blow skill, as well, either adding five levels of power (or allowing a fifth-level Mighty Blow for non-Fighters) for its duration.

Death Sac

The horrible death sac results when you combine a venom sac with tar crystals. Use it to inflict a Greater Poison with a successful attack.

Flintskin

Using flintskin turns your skin into hard granite, rendering you temporarily immune to the effects of edged and piercing attacks. Gorgonite nodules, magnesium stone, and a dreamshard combine to create this item.

Force Pod

This highly useful item results when you combine a war cluster with poison paint. The force pod simulates an Ancient's Stone, allowing you to cast an Ancient Magic spell.

Gummy Pod

Gummy pods make your feet sticky, for traction on slippery ice and to stand firm during impact attacks. To create them, combine tar crystals, swampblack root, and a geldenberry.



Life Leech

Life leeches result when an ice shard, swampblack root, and ironwood sap combine; they act like mana leeches, affecting Hit Points instead of Spell Points.

Mana Cluster

Mugwort, silverleaf, and aloe combine to form mana clusters. After you use one, the next non-Ancient Magic spell you cast will have no Spell Point cost.

Mana Foil

Silverleaf combines with rainbow sulfite to create mana foil. Ingesting this substance restores 50 Spell Points.

Mana Mask

Black lichen, sandcrust, and blood aloe combine to create a mana mask. Eat it and, while its effects lasts, any creatures you encounter will perceive you as friendly. Any attack on your part cancels its effects. Mana mask drains your mana at the rate of one Spell Point per second while it lasts.

Mana Pod

Nothing is as useful as a mana pod for rapid spellcasting. When you ingest it, this silverleaf/dreamshard combination regenerates your Spell Points rapidly, allowing you to cast spell after spell.

Mimic Stone

Combine brook flounder, hound's heart, a hot bead, and waterspark leaf to create a mimic stone. When used, it duplicates exactly any non-unique item it touches, right down to the number of charges in a wand.

Mind Cluster

Combining gorgonite nodules with rainbow sulfite results in a mind cluster. This interesting substance allows you to glimpse briefly a map of the area you're exploring.

Oculus Pod

Brook flounder, dreamshard, and blood aloe combine to make an oculus pod. Use it to create a small traveling eye that floats ahead of you, scouting the land. In game terms, it creates an onscreen window that displays different aspects of the area around you.

Phial of Transfer

Combining a mana leech, geldenberry, and mugwort results in a phial of transfer that converts half your Hit Points to half that number of Spell Points. Using it is risky, given the Hit Point loss, but it will allow for more powerful spells.

Poison Paint

Similar to the death sac, poison paint allows you to inflict a Lesser Poison. It results from mixing a venom sac with Lamplight eggs.

Pyra Pod

Stir together tar crystals and mandrake root to create a pyra pod. This unique material changes the Spark spell category to FireSpark for about two minutes.

Shimmerfoil

Combine mushroom rot with magnesium stone to create shimmerfoil. Place it on the ground, and any creature that walks over it will trigger a brilliant explosion that inflicts great damage.

Soulmeat

Mix aloe, sandcrust, and an ice shard to create this ultimate food. Eating it cures any affliction, including poison. Soulmeat is filling, and eating it eliminates hunger.

Stone of the Gorgon

When you hurl a stone of the gorgon at an enemy, it petrifies the creature temporarily, allowing you to escape or launch several easy attacks unopposed. Stone of the gorgon results when you combine black lichen with gorgonite nodules.

Summoning Stone

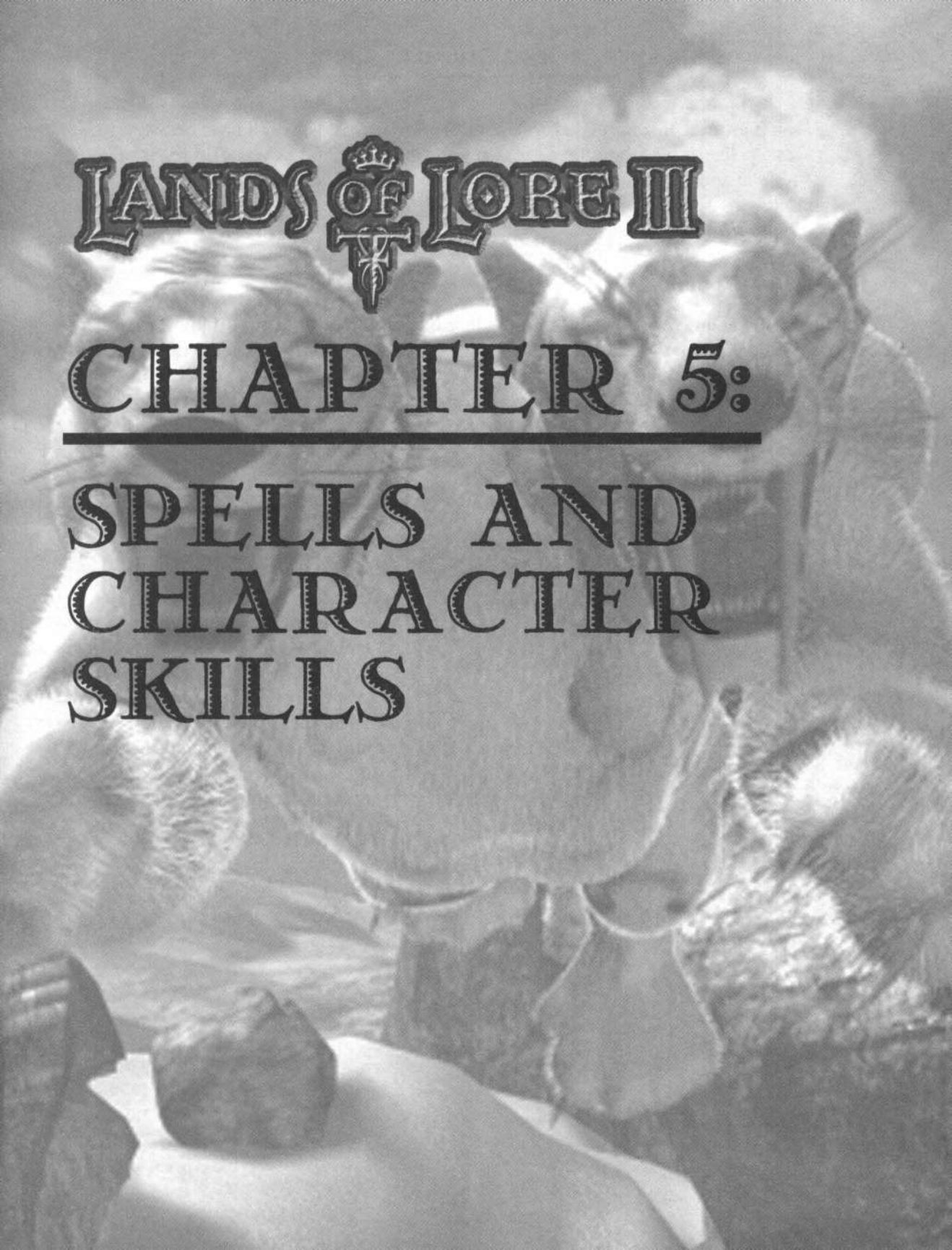
Combine hound's heart, waterspark leaf, a hot bead, and mandrake root to create a summoning stone. Using it summons a Rift Hound that will attack your nearest enemies. Once they're dead, however, the hound will turn on *you*.

Vortex Foil

Use this interesting item to drain and steal Spell Points. As with shimmerfoil, you place vortex foil on the ground. When a creature with at least 50 Spell Points walks over it, it drains 10 percent. To gain those points yourself, recover and eat the foil. Make vortex foil by combining mushroom rot, mana leech, and silverleaf.

War Cluster

Ingesting these useful, but potentially dangerous, items increases your Hit Points by 20 percent for about a minute. When the effects wear off, you lose the extra points—and that can be lethal. War clusters result when you combine amber with a venom sac.



LANDS OF LORE III

CHAPTER 5:

SPELLS AND CHARACTER SKILLS

As you journey through Gladstone and the portal worlds, you'll have occasion to cast spells from among the dozens at your disposal. And as you gain levels in your guild(s) and become more powerful, you'll acquire a variety of advanced skills.

The following sections provide details on all the spells and skills available to Copper in *Lands of Lore III*.

Spells

You'll gain the ability to use spells from the first one you find, or after you join the Order of the Finch or Talamari guilds. These spells serve a variety of purposes, but you'll use them most often for either offense or defense, to deal tremendous damage to your enemies and help protect you against attacks. Often you'll cast spells to heal yourself or your Familiar.

The following spells are grouped, by nature, into 14 categories of five spells each (except the Scry Familiar group, which has 20). Spells in each group range from slightly effective to those of such devastating force you'll need special magics to cast them. The most powerful spell in each group requires Ancient Magic, which you can acquire via certain items.



Fig. 5-1. Summon spells give you puissant allies in combat.

Summon Spells

Summon spells don't protect you or assault your enemies directly. In general, these spells call forth creatures that will fight on your behalf. As with most spell groups, the more powerful the spell, the more powerful the creature called into being. Only this group's most powerful spell doesn't bring forth an ally.

Summon Lesser Imp

This spell calls forth a small Imp who will fight for you until he takes a specified amount of damage and disappears.

Summon Greater Imp

This spell calls a Greater Imp into being that can inflict and take more damage than the Lesser version.

Summon Ancient Imp

The Ancient Imp is more powerful still, and can sustain more damage before being dispelled.

Summon Imp Lord

Capable of even greater destruction than Ancient Imps, Imp Lords are more powerful in every respect.

Banish

Unique in the Summon category, this vortex of energy sends the enemies in front of you into limbo. Creatures resistant to the Banish spell take no damage.



TIP

Many powerful creatures are immune to the Banish spell.

Spark Spells

This group of spells allows you to harness nature's primal electricity and use it against your enemies. Many creatures are vulnerable to electrical damage, and you can harm them greatly using these spells. You'll probably acquire at least one of these spells—Lesser Spark—early on.

Lesser Spark

This spell showers electrical sparks on a single, relatively nearby opponent and ignites any combustible materials in its area of effect. Thus, although it's not very powerful, Lesser Spark is effective even if your aim is poor. You'll gain this spell when you join the Talamari.

Greater Spark

Like the weaker version, Greater Spark, too, will ignite combustible materials in its area of effect and affects a single enemy each time you cast it.

Chain Spark

Far more powerful and interesting than either foregoing Spark spell, Chain Spark affects multiple foes. Its sphere of electrical energy attacks the nearest opponent with a larger shower of sparks. It then travels to the next nearest enemy and repeats the process. Each casting generates three to six such attacks.



Fig. 5-2. Spark spells focus nature's electrical power against your enemies.



Lightning

This tremendously powerful spell attacks a single opponent, roasting all but the strongest and most resistant enemies.



Fig. 5-3. Cope with the rigors of combat using your Heal spells.

Lightning Storm

Lightning Storm is the most effective, deadliest spell in this class, and requires Ancient Magic to cast. Doing so calls forth a vast, powerful electrical storm to rain lightning bolts on any creature in roughly a 50-foot radius. You may cast it indoors.

Heal Spells

These spells restore you to full strength and neutralize any toxins coursing through your system.

Lesser Heal

Lesser Heal restores a few Hit Points lost to combat, poison, or other injury. You can't cast it on other

creatures, even your Familiar. If you join the Order of the Finch, you'll receive Lesser Heal as a token of good faith.

Damage Shield

This spell places an invisible shield around you that halves the damage you take and increases your protection by 25 percent. Its effects last about a minute.

Poison Shield

This spell neutralizes all poisons in your system, including radiation. It also grants you about a minute's worth of protection from any poison.

Greater Heal

This spell is like Lesser Heal in all respects, except it restores more Hit Points and requires more Spell Points to cast.

Regenerate

An Ancient Magic spell, Regenerate restores all missing Hit Points, bringing you up to full health. While it's in effect, you'll recover Hit Points rapidly, becoming virtually unkillable. Regeneration neutralizes any poison, and protects against additional poisons for as long as it's in effect.

Prism Spells

Prism spells deal with light and appearance, both your own and that of the world around you. The effects of this group's weaker spells are limited, but its more powerful spells are among the most effective known to Gladstone.

Blind

When you cast this spell, your hand will send forth a brilliant flash of light that temporarily blinds creatures closer to you than 10 feet, rendering them effectively helpless.

Invisibility

The Invisibility spell shields you from sight for a given period. It affects only your visual presence: some creatures still can hear you or detect your scent.

Hologram

A fascinating spell, Hologram projects a duplicate of you about 10 feet in front of your position. This image can't move or act, and is dispelled the moment it's touched.



TIP

Use Hologram to draw out an area's hostile creatures.

Sunray

Very effective against creatures of darkness, Sunray focuses the light and heat of a ray of artificial sunlight against a target.

Trinity

An Ancient Magic spell, Trinity releases waves of energy that severely damage or kill all enemies in the room with you. Incautious use also will damage some structures.



Fig. 5-4. Primarily defensive, Prism spells often prevent your enemies from detecting your presence.



Mists of Doom Spells

Similar to Summon spells, Mists of Doom spells call undead creatures into being to fight on your behalf. You'll find these powerful and effective spells in the Underworld.



Fig. 5-5. Mists of Doom spells are similar to the Summon spells, but they summon powerful undead creatures to fight for you.

Spectral Phantoms

This spell calls several undead creatures into being. These Phantoms will attack your enemies and vanish once they take a certain amount of damage.

Lich

Lich requires Ancient Magic. This fascinating spell turns you into a Lord of the Undead for 10 seconds or so. Physical attacks will no longer affect you, magical attacks will score only half damage, and you'll invoke random spells from this category against approaching enemies.

Lesser Apparition

This spell calls forth an undead apparition to fight for you. When it receives a specified amount of damage, it vanishes.

Greater Apparition

This spell invokes a more powerful, durable apparition.

Ghost

The Ghost spell creates a powerful undead creature to fight for you—naturally, stronger and more durable than the Greater Apparition.



Plasma Spells

Plasma spells combine matter and energy into a powerful offense, damaging creatures affected by electrical and/or fire-based spells.

Lesser Plasma Bolt

The bolt this spell creates fires straight ahead and won't track enemies. It can be difficult to aim, but will deal good damage to anything it strikes.

Greater Plasma Bolt

More powerful than the Lesser version, Greater Plasma Bolt will track an enemy, making a hit far more likely.

Plasma Spray

This spell shoots a ring of Lesser Plasma Bolts that tracks enemies as Greater Plasma Bolts do. This is an excellent spell to use against a threatening crowd.

Plasma Wall

Both offensive and defensive in nature, this spell calls forth a huge, shimmering plasma column that will seriously damage any creature foolish enough to walk into it.

Plasma Form

You need Ancient Magic to cast this powerful spell. Plasma Form creates an amorphous mass of plasma that attaches itself to a nearby enemy, drawing off dozens of Hit Points for its duration. Although it can track enemies, quick opponents can outrun it.



Fig. 5-6. Plasma spells combine the power of fire and electricity.



Blades Spells

In general, spells in the completely offensive Blades category create one or more magical knife-like objects that slice through opponents. These are easy to find in the Talamari shop and have an important place in any Magician's arsenal.

Fig. 5-7. Blades spells provide wonderful adjuncts to the weapon in hand.



Lesser Blades

This spell generates a single blade of energy. It won't track enemies and, like Lesser Plasma Bolt, is difficult to use effectively, especially against fast creatures.

Greater Blades

Far more effective than Lesser Blades, Greater Blades sends a tracking, double-bladed axe of energy against a single foe.

Blade Turret

A high-powered version of the Greater Blades spell. The Blade Turret spell summons a generator that hurls spinning discs of energy capable of tracking enemies in range.

Blade Strike

This spell creates a furious storm of energy blades that will attack and usually kill a single opponent.

Blade Storm

A spell of Ancient Magic, Blade Storm is powerful and deadly. It generates a tremendous storm of energy blades that will attack and damage any creature within 50 feet of you.

Darkness Spells

"Darkness" here refers to that of the soul. The dark effects these spells generate cause their victims inflict terror and loss of health and power.

Lesser Terror

This spell creates a small, stationary patch of darkness that inflicts unshakable horror on any foe that enters it. Affected creatures run from the zone until they're free of it.

Lesser Drain

This spell robs its victims of Hit Points and Spell Points. These lost points manifest as red and blue spheres of energy respectively. You acquire a single spell or Hit Point for each sphere that reaches you.

Greater Terror

This spell's area of effect is much larger than that of Lesser Terror.

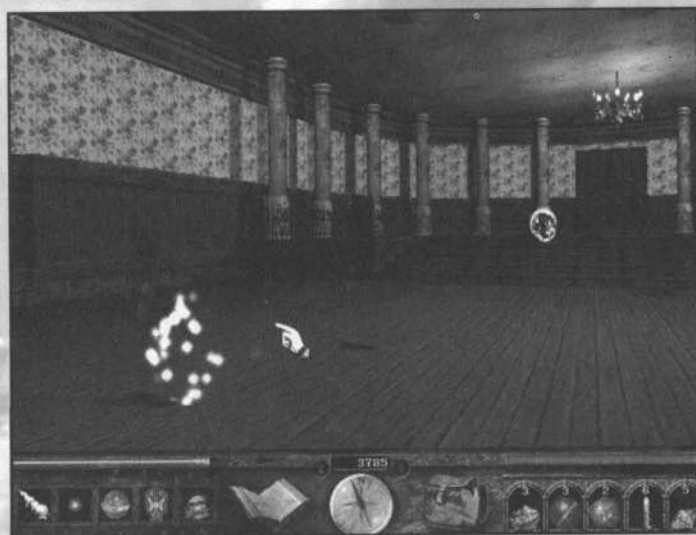


Fig. 5-8. Darkness spells prey on your enemies' fears and can give you a break from combat.

Greater Drain

This spell resembles Lesser Drain but is far more powerful. Each sphere you absorb adds two Spell Points or Hit Points, up to your maximum.

Rune of Terror

Rune of Terror requires Ancient Magic to cast. It creates a large, dark aura that provokes blind panic to nearby creatures and follows them for its duration.

Light Spells

Some spells in this category simply illuminate dark areas. Many enemies you'll face sustain damage from light sources, however, so you can use certain Light spells offensively.

Lesser Light

This spell creates a small, stationary sphere of light, much like a flare, that illuminates a small area. This light source lasts indefinitely, but only two can exist at once in a given world. The third time you cast the spell, the first will wink out of existence.



Fig. 5-9. Light spells make it easier to see and also damage some deadly enemies.

Lesser Light Pulse

This offensive spell creates a small, non-tracking pulse of light. As with all such spells, aiming it can be difficult, especially against faster enemies.

Greater Light

Greater Light creates a large illumination sphere. As with Lesser Light, only two can exist at once in a given world.

Greater Light Pulse

Similar in most ways to Lesser Light Pulse, the pulses this spell creates will track enemies.

Light Storm

This Ancient Magic spell combines the Lesser and Greater Light Pulse spells to create a random group of Lesser Light Pulses that will launch and track, like the more powerful spell.

Warding Spells

Like most defensive magics, the spells in this category will help you shrug off the rigors of combat, taking less damage than you normally would.

Lesser Shield

This shield offers limited protection against physical attacks that come from the front or flank. Each frontal attack has a 25 percent chance of being diverted completely.

Greater Shield

This more powerful spell protects you from greater amounts of damage against front or flank physical attacks. Attacks from the front have a 50 percent chance of being deflected.

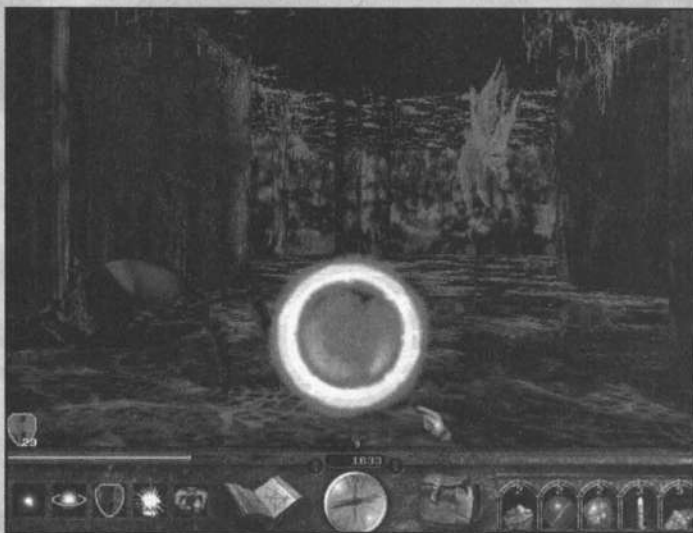


Fig. 5-10. When you want additional protection from the effects of combat, Warding spells will be high on your list.

Lesser Magic Shield

The magical counterpart to Lesser Shield, this spell will protect you from front or flank magical attacks, offering a 25 percent chance of deflecting each frontal magical attack.

Greater Magic Shield

As Lesser Magic Shield is to Lesser Shield, Greater Magic Shield is to Greater Shield, including the 50 percent chance to deflect frontal attacks.

Warding Shield

This powerful protective magic requires Ancient Magic to cast. It renders you immune to all physical and magical attacks from the front or flank.



FireSpark Spells

Similar in many ways to Plasma and Spark spells, FireSpark spells sear their victims with heat or flame. Spark spells become FireSpark spells when you wear the Ring of DrakeFire.

Lesser FireSpark

This spell rains a small shower of fiery sparks over a single, close-range enemy and ignites combustible material in its area of effect.

Greater FireSpark

Analogous to Greater Spark, this spell generates a larger shower of sparks against a single enemy, also igniting combustibles.

Lesser Fireball

Use this spell to project a single, nontracking ball of fire at a target.

Greater Fireball

The fireball this spell creates is larger and causes more damage to whatever it strikes.

FireStorm

Cast this Ancient Magic spell to generate a hail of small fireballs in a 50 foot radius around you. This is a devastating spell, particularly against creatures vulnerable to fire. You may cast this spell indoors.



Fig. 5-11. You'll find FireSpark spells among your most effective against enemies who rely on cold.



Demolitions Spells

These spells, obviously, deal destruction on a large scale. An interesting group, they make powerful additions to your offensive arsenal.

Lesser Detonation Sphere

You may cast this spell two ways: Tap the key to propel a small, nontracking, explosive sphere in a straight line against a wall or creature; the resulting

Fig. 5-12. You may need to invoke explosive force against your more deadly enemies.



small explosion will damage anything in the area. Or depress the key for longer than a second; the sphere will explode when you release the key.

Lesser Explosive Runes

This spell creates a cursor that installs a magical rune only you can see on target areas. The first creature that approaches the rune will set off a moderate explosion. The rune is destroyed in the blast.

Greater Detonation Sphere

Identical in virtually every respect to Lesser Detonation Sphere, this spell creates a much larger sphere that does considerably more damage when it explodes.

Greater Explosive Runes

When triggered, this rune releases a cluster of four detonation spheres that explode after traveling about five feet.

Cataclysm

You need Ancient Magic to cast this spell. Triggering this rune releases six detonation spheres that travel about 10 feet before exploding. It also generates an earthquake that damages all creatures and objects and destroys some structures in the area.

Winter's Breath Spells

Many enemies you face rely on heat to survive, or will use it against you. Spells that use cold and freezing, then, provide a panacea against these creatures, which are vulnerable to the effects of frost. These spells affect even normal creatures, and thus are extremely useful.

Shard

Shard launches an ice fragment that shatters on impact.

Cold Spray

This spell releases a random formation of icy spheres that track nearby targets, exploding on impact.

Sphere of Cold

Cast this spell to turn the water in the air around you into a great sphere of swirling ice crystals you can then hurl at a nearby enemy.

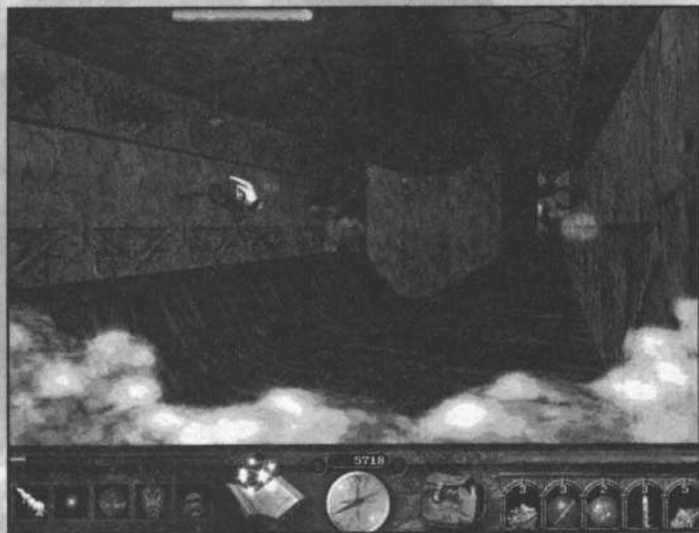


Fig. 5-13. Because many of your early enemies wield fire, Winter's Breath spells are handy things to have.

Freezing Touch

This spell temporarily freezes, and thus immobilizes, the creature closest to you, allowing you to escape or to annihilate the foe.

Blizzard

This Ancient Magic spell generates a hail of ice in a 50-foot radius around you.

Scry Familiar Spells

These spells allow you to interact directly with your Familiar. They offer the only way to grant your Familiar any sort of health or immunity, and to grant you some of your Familiar's special abilities.

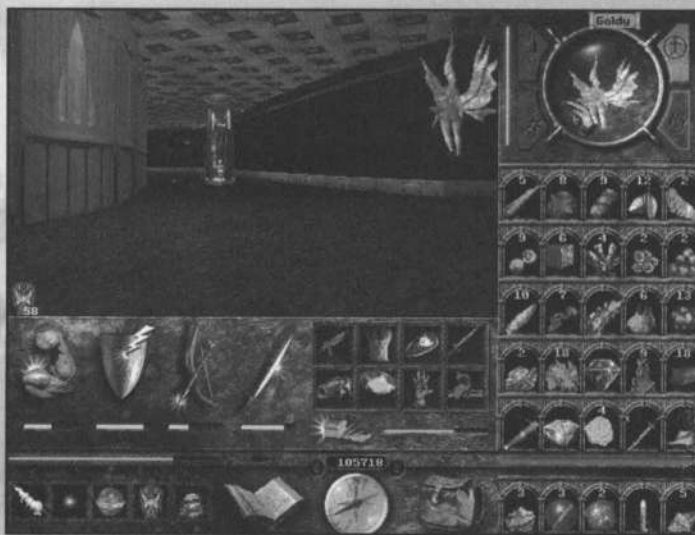


Fig. 5-14. Scry Familiar spells allow you to protect and revive the Familiar who aids you on your journeys.



TIP

Each of the following spells has four variations, one for each Familiar type. Concern yourself only with those that affect the type you've chosen. For example, if you're traveling with Lig, the Iron Golem, spells affecting Shadows, Glitterfays, and Homunculi will be worthless to you.

Summon Golem/Glitterfay/Homunculus/Shadow

This spell recalls the Familiar to your location if you become separated.

Eyes of the Golem/Glitterfay/Homunculus/Shadow

Casting this spell causes a small window to appear onscreen that displays everything your Familiar sees. This can be useful in combat when you must face a direction different from your Familiar's.

Empower Golem/Glitterfay/Homunculus/Shadow

Cast this spell on your Familiar to restore his or her Hit Points and Spell Points to their maximum and increase Might and Protection scores by 50 percent for about one minute. This is a great spell to use when entering into a difficult combat.



Ward Golem/Glitterfay/Homunculus/Shadow

This spell protects your Familiar from all forms of damage for about 10 seconds.

Resurrect Golem/Glitterfay/Homunculus/Shadow

This Ancient Magic spell will resurrect a dead Familiar, albeit severely weakened.

Character Skills

Every person in Gladstone, including Copper, has a few general skills they can always use. At the beginning of the game, you have the ability to fight; open chests and doors; search, examine, and take items; and converse. As you join guilds and become more powerful, you'll develop other skills, as well.

Advanced Character Skills

You'll gain these skills after you close the first two portals in The Volcanic Caves and the Frozen Wastes. They function automatically; you needn't do anything to get them to work.

Climb

You always have the ability to walk up inclines and ramps and to climb and descend ladders. However, this skill enables you to shinny up and down rope-like items.

Long Jump

Jumping is a standard part of your action repertoire, and you'll use it often. After you close two portals, you'll gain the ability to long-jump twice as far.

Fall

This skill halves any falling damage you receive and allows you to fall farther unharmed.

NOTE

The advanced skills gained from your guilds are also received after completing the first two portal worlds. However, to acquire these skills, you will first need to return to your Guilds, get your second quest from your contact there, and return with proof that you have succeeded.

Fighter Skills

Mighty Blow

You'll gain this basic Fighter skill when you enter guild ranks. Primarily, Mighty Blow doubles the damage you inflict using an open-handed strike. It also allows you to knock down locked doors and smash open chests and similar objects.

Rapid Strike

This advanced Fighter skill reduces recovery time after each strike so you can strike more often.

Marksmanship

Used with ranged weapons, this advanced Fighter skill displays a small window with a targeting reticle that allows you to zoom in on your target for more accurate firing.



Fig. 5-15. Mighty Blow enables you to smash chests and other items.

Magician Skills

Identify

This basic Magician skill adds pertinent information about new items and monsters to your journal more quickly than for a non-Magician character.

Arcane Lore

This advanced skill reduces the Spell Point cost for casting all your offensive magical spells. As you gain levels, the cost continues to decline.

Mana Tap

Mana Tap automatically speeds Spell Point recovery by 25 percent.

Cleric Skills

Spirit Lore

A basic Cleric skill, Spirit Lore reduces the Spell Point cost of all of your defensive spells. As you increase in levels, point cost will continue to drop.

Herb Lore

Clerics deal with many herbs in developing their cures and protective magics. This ability grants the new Cleric the ability to discern many of the properties of new herbs and substances that he encounters. He can then determine which items are beneficial if eaten or used to bind wounds.

Holy Strike

This advanced skill doubles the damage you inflict against undead creatures.

Restore Familiar

Gaining this advanced skill allows a Cleric character to resurrect his or her Familiar without resorting to spells or returning to the Order of the Finch guild hall.

Thief Skills

Pick Lock

This basic Thief skill, gained when you join the Bacchanal, allows you to open locked chests, crates, and doors without destroying them or making noise.



TIP

Every lock in LANDS OF LORE III has a concomitant difficulty level. If your level as Thief is the same or higher than a lock's difficulty level, you'll open it automatically. If a lock's level is greater than yours, you can't open it.

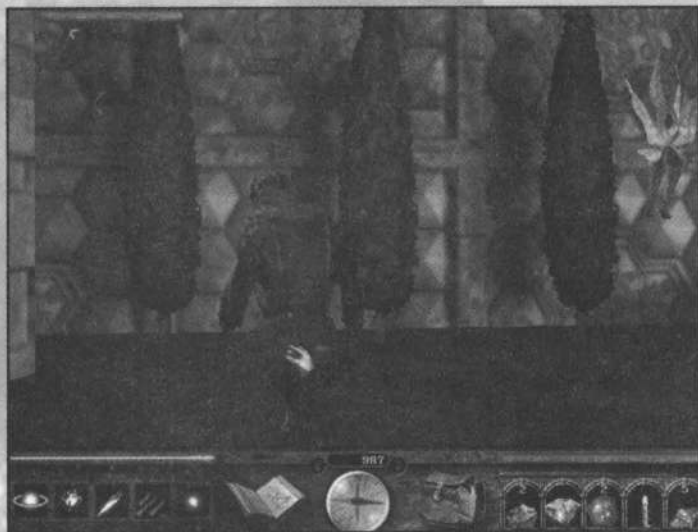


Fig. 5-16. Stealing from the Gladstone Guards can be profitable, but it's often dangerous.

Steal

This basic Thief skill allows you to steal from Gladstonians and their shops. When your prospective victim is near, your cursor will change to a grabbing hand. Success adds coins or items to your inventory. If you're foiled in your attempt in Upper Gladstone, you may be thrown in the dungeon and forced to buy your way out (50 Crowns per Thief level). If you're caught in Lower Gladstone, you'll be set upon by Bandits or fined at half Upper Gladstone's rate.

When you attempt to rob a shop, your chance for success depends on the size and price of the item you're trying to steal, as well as your Thief level. Getting caught raises the prices in that shop. Failing continually at the same shop eventually will bar you from shopping there.

Backstab

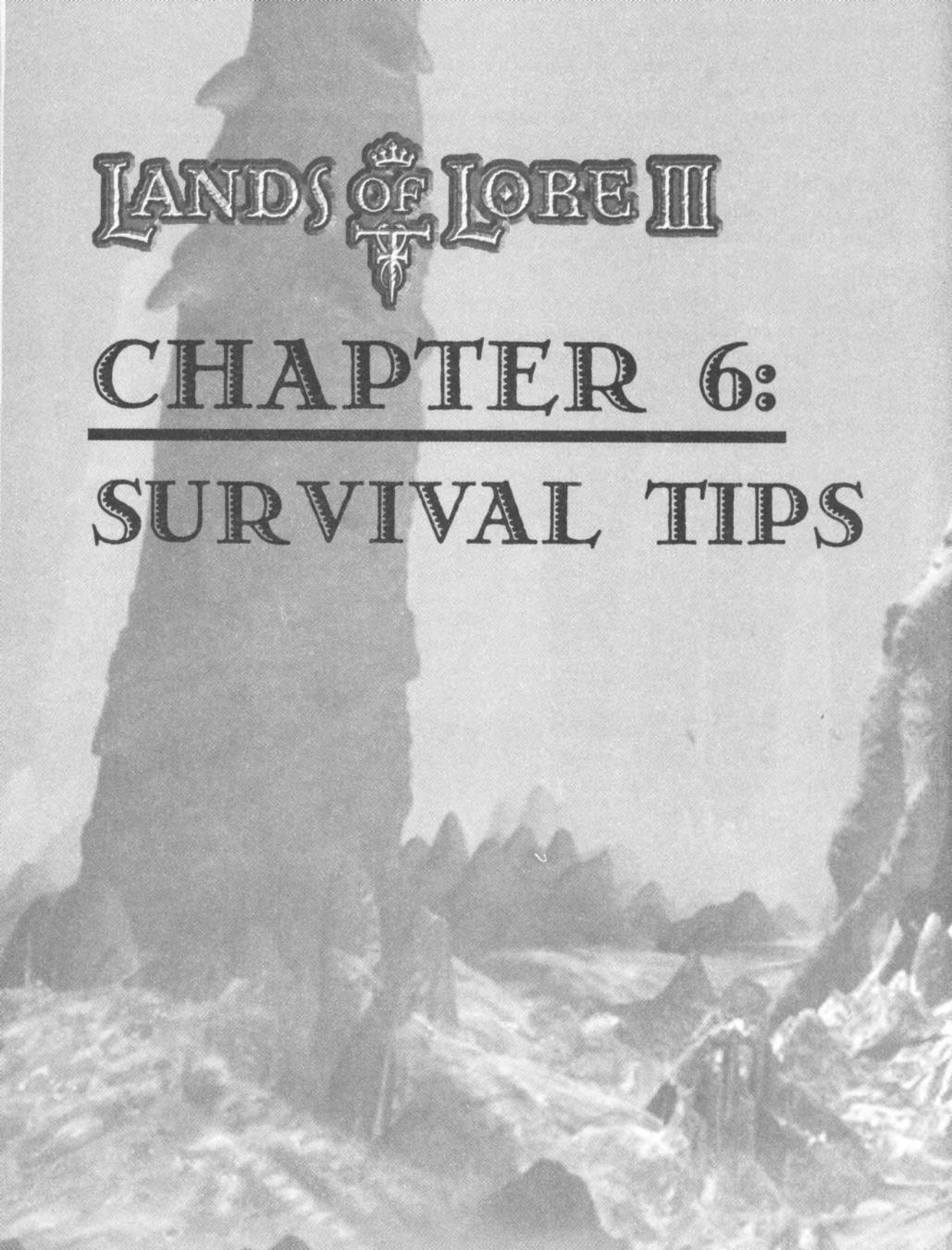
This basic Thief skill allows you to do additional damage in combat when striking at an enemy from behind.

Sniper

When you use a ranged weapon, this advanced skill displays a small window with a reticle that zooms in on your target. Successful strikes using this skill inflict additional damage. Backstab and Death Strike damage bonuses will work with the Sniper skill.

Death Strike

This advanced Thief skill is similar to the Backstab skill. But instead of simply adding damage to the strike, each time the Thief character strikes at an oblivious target, he or she has a chance to kill the enemy outright.



LANDS OF LORE III

CHAPTER 6:

SURVIVAL TIPS

Many items you find will have greater value as resale merchandise than actual use; some aren't even worth the inventory space it takes to drag them back to a shop. To succeed in *Lands of Lore III*, you must take time to determine which inventory items you can sell and which you should keep with you. Knowing what to bring and what to drop can make your battles easier and your time in the portals more effective.

Knowing how best to exploit the opportunities you gain by joining a guild or guilds is important, as well, if you're ever to recover your soul and save Gladstone from destruction.

Read on. You'll find the following pointers for using items and guilds, as well as the brief summary of combat tips, will go a long way toward increasing your life span in *Lands of Lore III*.

Items and Inventory

Often, food takes up too much space in your inventory. You can carry a lot of it on your person at once time: a single inventory space holds 20 pork chops, 20 slabs of Rat meat, 10 barbecued Starks, 10 hunks of Tiger meat, or five of Dragon meat. An inventory space also holds up to 20 bags of rations. Aloe biscuits, black lichen, aloe, cave aloe, and other healing items act as food, as well. Do you really need all that food?

As it turns out, you can pretty much stick with the rations and pork chops: no rule says you have to eat a varied diet. Carrying more food than that just impedes your progress and prevents you from carrying more valuable items.

In truth, food just isn't much of an issue. Getting a meal is as simple as walking out to Gladstone Woods and slaughtering the nearest Wild Boar. The Volcanic Caves have more than enough Lesser Fire Drakes to fill your belly, and the White Tower has so much food in the guise of the Tigers and the Starks, that if you could carry all of these items with you, you would never need to worry about food again.

A good general rule is to keep about 20 regular food items with you. (Remember, a lot of your healing items will act as food.) When you kill something that offers a food item as a reward, whether it's a Wharf Rat or a Lesser Fire Drake, eat it as soon as you grab it. This keeps your stomach satisfied and your inventory clear.

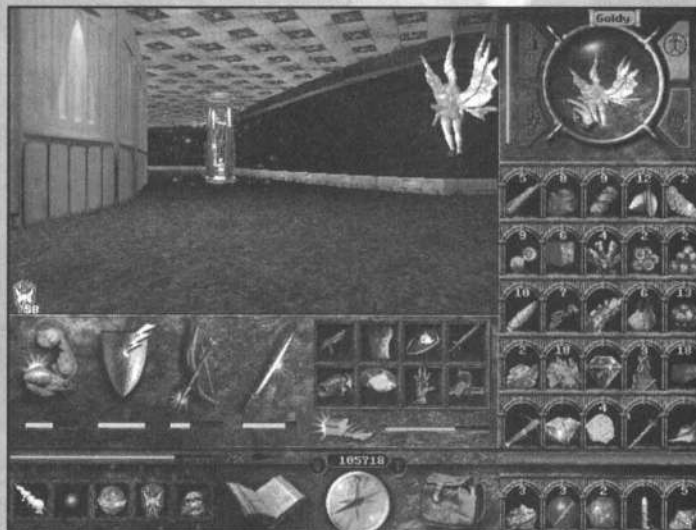


Fig. 6-1. A full inventory is a bad thing. Without room for new items, you may have to leave powerful discoveries behind.

Likewise, many pharmacopoeia items are useful only as ingredients for the concoctions you can make with them. Taking them with you everywhere you go usually isn't necessary. You'll have no use for 10 gorgonite nodules in the Underworld, so why bring them? Leave them in your room at the Blue Deer or in another accessible place, such as the Draracle's chambers. This is especially true in the portal worlds, where you'll come across many items you'll want to take with you.

Using Your Guilds

There are several good reasons to join a guild or guilds. Becoming a guild member helps you gain levels and increase your power. You also get to take on exciting quests.

Best of all, as a member, you gain access to a guild's shops. Each guild offers particular items for sale in its shops, some altogether unique to that guild. Each time you return to Gladstone, investigate the items available in the guild shops.

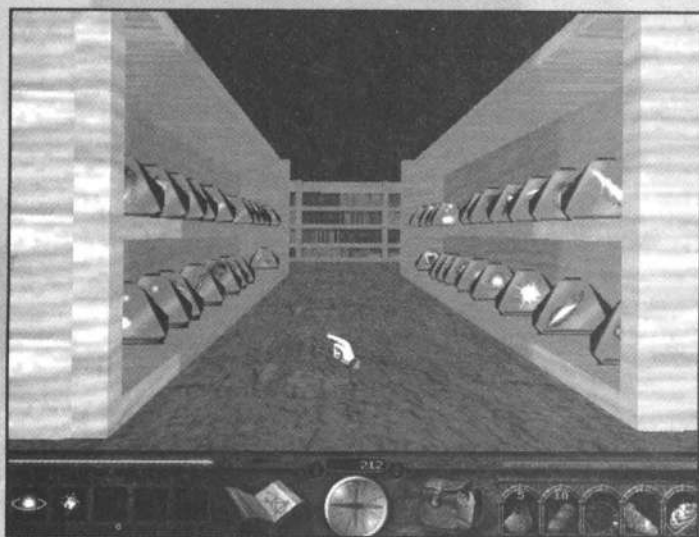


Fig. 6-3. Buying new spells is a great way to spend your money.

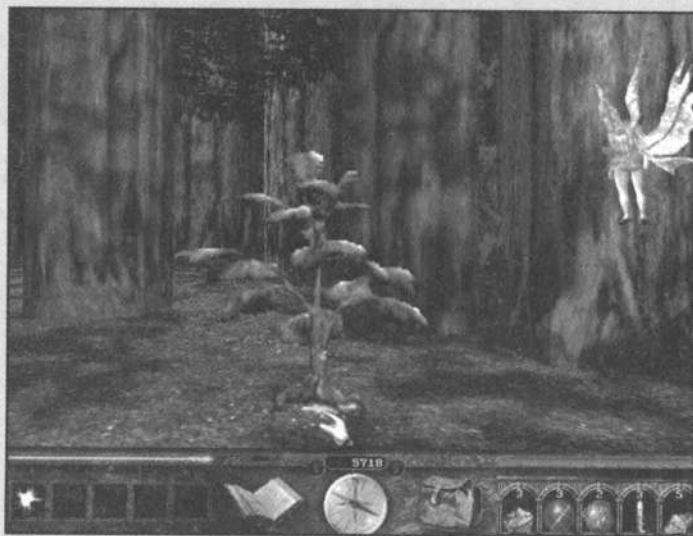


Fig. 6-2. Go ahead and gather the items you want, but rather than carry them with you, store them where you can get them when you need them.

These shops also will purchase many of your items from you, adding to your pool of money and increasing your ability to purchase powerful weapons, armor, and spells. Having several dozen of any item not used for eating or healing is overkill. You don't need 40 magnesium stones, so sell a few.

Note that the shops will pay premium prices for the first one or two of a particular item, and gradually decrease the price they offer as you sell more. The solution? Spread out; sell your stuff to both guild shops and the stores in Lower Gladstone. It takes a little more time, but it's well worth the effort for some of the larger, more valuable items.



TIP

Browsing in a guild shop can be profitable, as well. You can learn a number of pharmacopoeia formulas simply by grabbing items and putting them back, and then using items you have to make your own.

For the most part, you should use the Guild shops to purchase increases in armor, weapons, and spells. The more powerful items are quite expensive, and a really good spell will run you more than 1000 Silver Crowns. Many times, the only way to get what you need is to sell off what you can.

Combat Strategies

As important as managing your inventory is, the most memorable parts of *Lands of Lore III* involve planning for and taking part in combat. Getting the most from your weapons, spells, armor, and items is important to your success in the portals.

Spells and Weapons

Generally, you'll need only a couple of armor items and a couple of weapons at any one time. Your first missile weapon likely will be either the daggers you find or the rocks you locate around Upper Gladstone and Gladstone Woods. These will serve their purpose, but are far more troublesome to use than a good longbow or crossbow. As soon as you can afford one, get a bow from the Iron Ring. Its endless supply of ammunition allows you to continue attacking long past the point where you've run out of daggers or rocks.

Plus, after combat, you needn't go pick up your daggers or rocks, saving you a lot of time and trouble.

For most of the game, the best missile weapon you can carry is Greatbow Shift, which you can purchase from the Iron Ring for about 800 Silver Crowns. Greatbow Shift is useful because it adjusts its attack to exploit your target's weaknesses, hitting Starks with ice, Tigers with fireballs, and Shades with lightning—all without expending Spell Points or having to carry extra weapons.

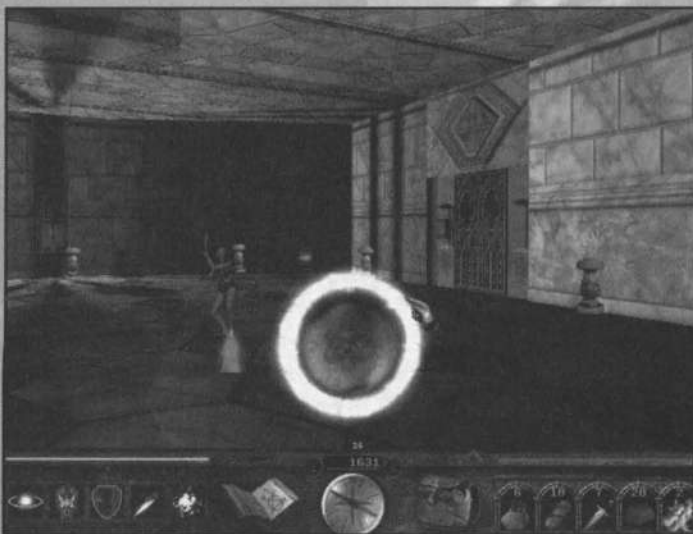


Fig. 6-4. It's far more convenient to use a bow when attacking from range.

You'll probably end up wearing a suit of magical armor or one of plate mail, when you can afford it. A suit of Soft Leather Armor is worth acquiring, however, especially when you attempt to close the Ruloi portal. This armor prevents acid damage, and you'll spend a lot of your time on this level running through acid-filled pits.

Owning a set of Stone Bracers when you venture into the Underworld also can save you Spell Points and inventory space. These will neutralize the Harbingers' poison attacks and be equally useful against poisoning via the Ruloi acid pits.

They do nothing for your overall Protection score, but keeping them with you and equipped for these two portals will save you the trouble of curing yourself repeatedly.

Choose your spells wisely, too. A couple of spells from the Winter's Breath category will help tremendously in The Volcanic Caves; all the creatures on this plane are vulnerable to its effects. These spells also will be useful when you undertake killing the fire chickens in the White Tower. Poison Shield is essential for survival in the Shattered Desert, because it can prevent the effects of radiation poisoning.

Healing

You can heal yourself a number of ways, most notably with a food item or spell. The best way to stay healthy (keep your Hit Points high) is to eat regularly. Hunger halts the regeneration of Hit Points and Spell Points, and your overall statistics start dropping, making it more difficult for you to kill your enemies and easier for them to kill you. Check your hunger status every few minutes; if the bar is getting short, eat something.

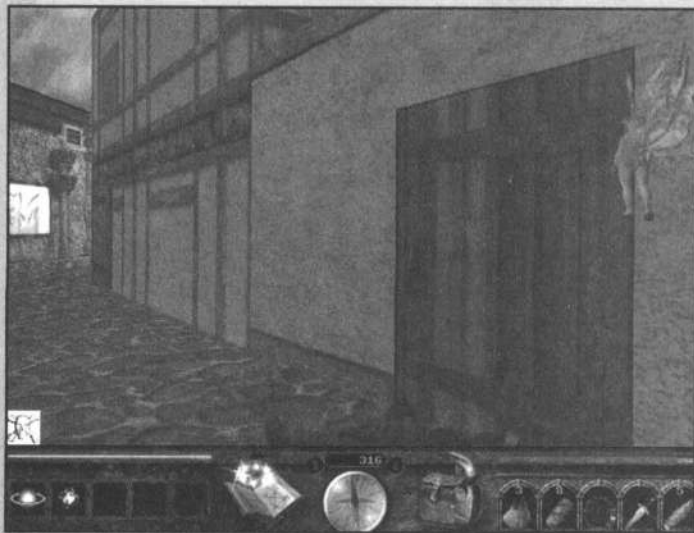


Fig. 6-5. Keep a set of Stone Bracers equipped to prevent Hit Point loss from poison.

Don't be afraid to use your healing items. They're easy to replace, thanks to the aloe bushes growing in Gladstone Woods and the cave aloes in the Draracle's caves. You can always get more such healing items. Plus, your Spell Points regenerate, so using them to heal costs little in the long run.

Poison is another matter entirely. If you're stricken with a Lesser Poison, usually you can just wait it out. Deal with Greater Poison as soon as possible, though, because left untreated it will kill you eventually. Vel's Fruit, Stone Bracers, Bezoar Rings, and the like are good against Greater Poison.

Combat

When it comes to combat, one-on-one is ideal. Sadly, that circumstance is rare in *Lands of Lore III*. All too often you'll face multiple enemies, with many creatures at once trying to do you in. You must gain the advantage any way you can.



Fig. 6-7. Kill off stronger enemies first, when you can. This keeps them from crushing you as you attack the weaker ones.



Fig. 6-6. Monitoring your Hit Points in a confusing situation like this is tough, but if you don't, you'll soon be dead.

First, and most importantly, hit from range whenever you can. Even mundane arrows or crossbow bolts will damage most enemies. Magical missile weapons are better, of course, because they cause more damage and tend to damage both their target and the enemies nearby. There's nothing like damaging three creatures with one salvo.

Concentrate your attacks on one enemy at a time when you can. This reduces the number of attacks you must face by killing an enemy rather than damaging several.

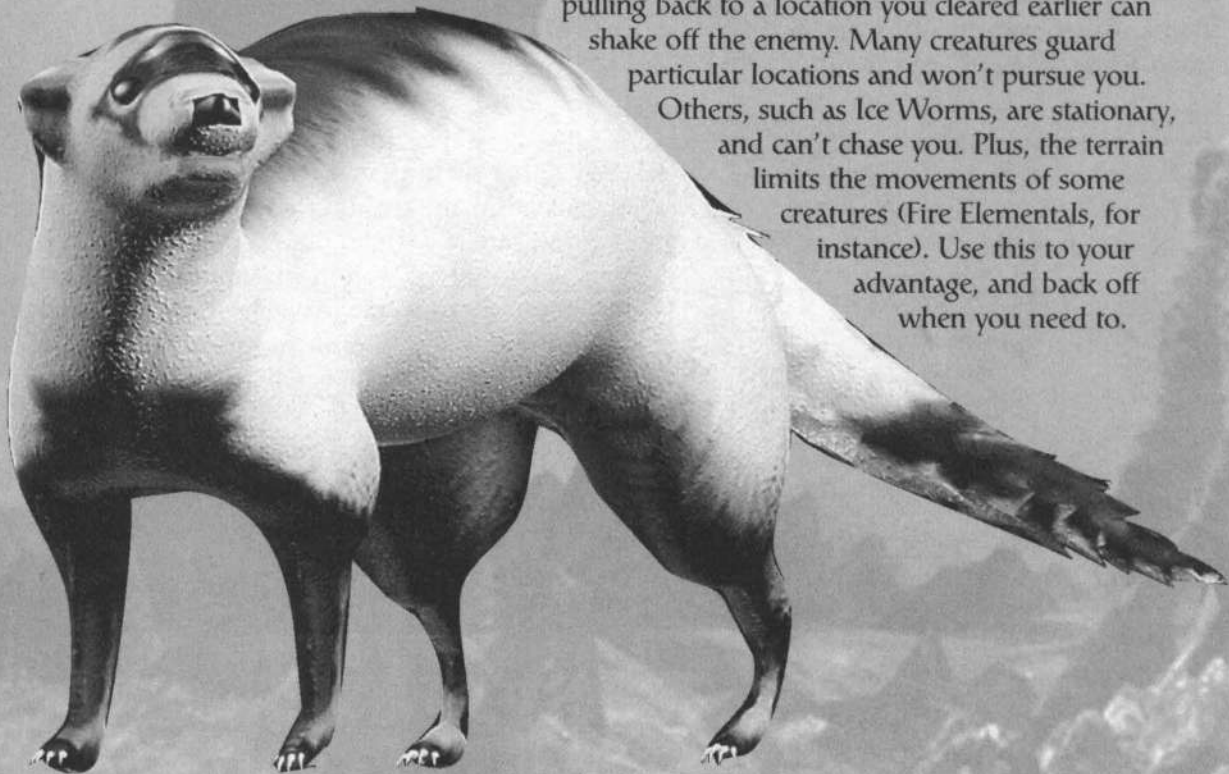
Learn your enemies. In the Underworld, hitting Fallen Ones with spells is a waste of time and energy, because they're immune to magic. Likewise, Shades shrug off physical attacks, taking no damage from sword or bow. To defeat the creatures standing in your way, you must learn what works best against which enemies.

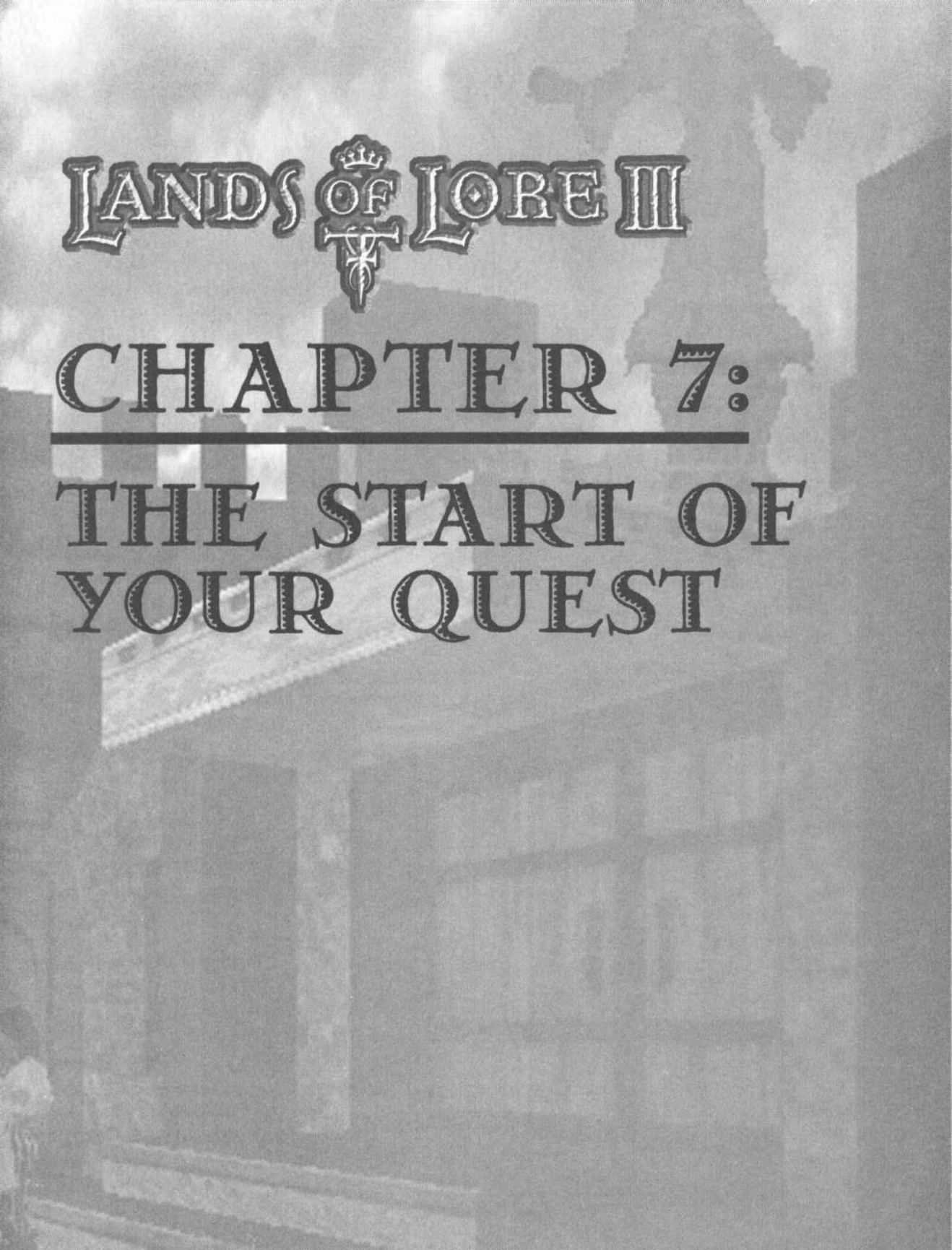
NOTE

Chapter 3 provides information on all the creatures you'll face in LANDS OF LORE III.

Finally, don't be afraid to retreat, even if it means leaving a portal and going back to Gladstone Woods for a time. The enemies you leave alive will heal, just as you will, but any you kill will be gone. Plus, the creatures can't follow you through the portals. Even simply pulling back to a location you cleared earlier can shake off the enemy. Many creatures guard

particular locations and won't pursue you. Others, such as Ice Worms, are stationary, and can't chase you. Plus, the terrain limits the movements of some creatures (Fire Elementals, for instance). Use this to your advantage, and back off when you need to.





LANDS OF LORE III

CHAPTER 7:

THE START OF YOUR QUEST

Copper's Rescue

The creatures' attack leaves you dazed and woozy. You have no idea where you are, and can't shake the nagging feeling that you're missing something.

Walk forward and get the Backpack from the ground. This will hold your inventory for the remainder of the game. It's difficult to accomplish anything without it.

Continue walking forward into the tunnel ahead. You'll encounter numerous spiderwebs. The spiders' silk-wrapped victims dangling here are grisly reminders that you're far from safe. When you're close, right-click to strike at these "cocoons" and destroy them. Several hold coins you can add to your stash of money. Walk around the path and out the other opening and into the next tunnel.



Fig. 7-1. You'll need the Backpack to complete LANDS OF LORE III.

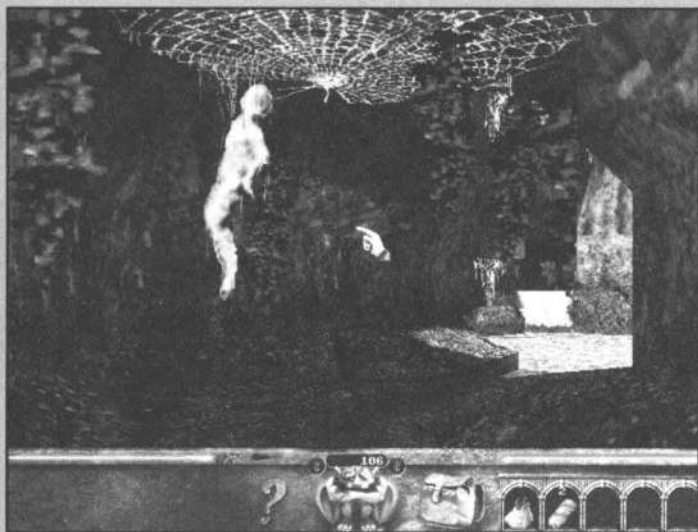


Fig. 7-2. The Journal and Rusty Knife lie to the right. The waterfall holds the Lorestone.

Eventually, you'll enter a larger area where there's a waterfall. Walk along the left edge of this clearing and jump up into the waterfall itself. Grab the Lorestone from the ground to your right: you may not know what it's for yet, but that's all right. As you leave this alcove, look ahead to spot a book-like object on a high ledge. It's your Journal, and will record all your deeds, information, conversations and more as you journey through Gladstone and the portals. You can just reach it from where you are, so grab it.

Drop from the waterfall and walk ahead to the low alcove. You must crouch to get inside, where you'll find a chest. Open it and get the Fire Crystal. Leave; as you duck back through the opening, look to your right to spot a Rusty Knife on the ground. Grab it and equip it in your inventory. Then jump to the ledge and follow it to the web-covered opening at the top.

Hack your way through the webs. Quickly slay the Giant Spider that attacks you and move forward. Turn left; explore the knothole in the tree ahead on the left to find your compass. Grab it, and then continue down the path. The next knothole you see, again on the left, holds an Ancient's Stone. Get it, and then walk forward. As you pass the tree where you found the stone, you'll view a new cinematic scene.



Fig. 7-3. The Spider is easy to defeat.



TIP

It's possible to play LANDS OF LORE III without the Ancient's Stone, Lorestone, Fire Crystal, and Rusty Knife. You can even succeed without the compass. However, you must acquire the Backpack and the Journal to have any hope of succeeding in your quest.

Soon you learn that your father and brothers were killed in the attack, and that search parties have sought you all over Gladstone Woods. An audience with Dawn, mistress of the Magician's Guild, reveals that you have indeed lost something: Rift Hounds have stolen your soul. She places a ward on you that will keep you alive temporarily, but you must act quickly to restore your soul and save your life.

Your best chance lies in seeking help from the Draracle in the caves outside Gladstone Woods, and in exploring the mysterious portals. Dawn escorts you out of the Keep: you have too many enemies to remain there. She urges you to join a guild, and sends you on your way.

Exploring Upper Gladstone

Outside the Keep, there isn't a lot to look at. The doors behind you are locked tight. Your only option is to go through one of the two openings ahead. It doesn't matter which you choose; they go to the same place.

As you enter the courtyard beyond, Dash hails you. He's a friend whose companionship is far better than his reputation. He tells you that, although the three guilds in Upper Gladstone are indeed sources of potential help, a fourth group can aid you, as well. He recommends that you search for the Bacchanal, a group of various and sundry characters



Fig. 7-4. Outside Gladstone Keep, the city of Upper Gladstone sprawls before you.



Fig. 7-5. Dash describes another "guild" you can join—if you can find it.

who prefer to remain out of the public eye. If you can find their headquarters, the group will offer you admission to their unofficial "guild."

Dash runs off, leaving you a little more confused than you were.

Joining a Guild

When you join your first (and only your first) guild, you receive Might, Protection, Spell Point and Hit Point bonuses. (See Table 7-1.)

Table 7-1. Guild Bonuses

Guild	Bonus Hit Points	Bonus Spell Points	Bonus Might	Bonus Protection	Recovery Bonus
Fighter	20	0	20	10	Dramatically increased Hit Point, normal Spell Point recovery
Magician	10	40	0	0	Slightly increased Hit Point, increased Spell Point recovery
Cleric	10	10	10	20	Increased Hit Point and Spell Point recovery
Thief	10	0	10	30	Dramatically increased Hit Point, normal Spell Point recovery

Remember that it is possible to play *Lands of Lore III* without joining a guild. However, it's much easier to complete the game with at least one guild association. Regardless of which guild(s) you join, it's a good idea to know where to find them all. You'll find the three main guild halls in Upper Gladstone, near the Keep; the Bacchanal lies in the sewers beneath Lower Gladstone.

NOTE

The following paragraphs direct you to the Cleric's Guild first. If you wish to join a different guild first, and receive a different bonus, skip down and follow the directions to that guild before visiting the Order of the Finch.

After Dash runs off, look around. You'll spot three signs ahead, one pointing right and two pointing left. Beyond them lies a building that leads into Gladstone Woods. Ignore it for now: you'll head there soon enough. Go right to reach the Order of the Finch.



TIP

As you journey, you'll spot barrels here and there. Smash them whenever you can. Many hold useful items.

As you walk, notice the set of wooden double doors in the left wall. Open them and walk through: you've entered the courtyard for the Order of the Finch. Outside, to the right of the stairs, apprentice Cleric Finch Boris gathers herbs. Talk to him, and he'll invite you to join the order; you must give him a single coin as a pledge. If you do, Boris tells you the order requires you to retrieve meat from a Wild Boar roaming the woods outside the city.

**TIP**

As a new initiate of the Order of the Finch, you gain the ability to cast the Lesser Heal spell.



Fig. 7-6. Finch Boris is your main contact at the Order of the Finch. After your first meeting, you'll find him inside the guild hall.



Fig. 7-7. Sioned is a little flighty, but she's the one you'll speak to most at the Talamari guild hall.

Return toward the Keep area and cross the courtyard. You're following the other two signs, now, toward the Fighter's and Magician's guilds. Climb the long, steep staircase and pass through the opening at the top. The impressive structure just beyond the short corridor is the hall for the Magician's Guild—the Talamari.

As you near the steps that lead inside, apprentice Magician Sioned appears suddenly. As Finch Boris did, Sioned invites you to join her guild; again, you must pledge a single coin to confirm your intentions. If you decide to join the Talamari, Sioned instructs you to retrieve a sample from the magical portal in the woods. She gives you a crystal to place the sample in.



TIP

When you apply for membership in the Talamari, Sioned gives you the Lesser Spark spell.

Now look at the signs in front of the guild. One displays the Talamari charter, and another a symbol and an arrow that points toward the Fighter's Guild. Go where it points, through another small opening and a short corridor, to emerge in another large area dominated by an impressive building. This is the hall of the Fighter's Guild—the Iron Ring.

Sitting outside near the steps of the building is the battered form of Celerian. His crutch, eye patch, and missing left leg show what can happen to a Fighter who doesn't exercise caution in battle. Like Boris and Sioned, Celerian offers you membership in the guild, but he doesn't seem optimistic about your chances. He, too, demands a coin to seal the deal. If you choose to join the Iron Ring, Celerian gives you the key to the guild warehouse on the old docks in the Gladstone Woods. To complete your initiation, you must clear away the Wharf Rats there.



Fig. 7-8. Celerian has experienced combat firsthand. Take his advice seriously.



TIP

If you choose to join the Iron Ring, Celerian gives you a dagger and a shield.

You've found the three established guilds. Now it's time to seek the fourth, more unconventional one. From the steps of the Iron Ring, walk right along the stone path. It ends in a short stairway down. Descend, and then look around to spot a small grating you can open on the back wall. Open it and crouch down to crawl inside: you're in the sewers of Gladstone.

Beyond a grating, Dash awaits for you. He's happy you've managed to find him, and suggests a continued game of hide-and-seek. If you can follow him, you may join. He opens the grating in front of you and runs off, marking the path to the Bacchanal.



Fig. 7-9. Dash awaits you inside the sewers to play another game.



TIP

You're unprepared for combat in the sewers. Move quickly and don't stop to fight the enemies you spot.

Just beyond the grating, take a right and head down the hallway. As you travel to the Bacchanal, Roaches assault you. You can fight them, if you like, but because you're not properly armed and armored, they'll beat you up. The best course is to avoid them. Run down the long corridor ahead. When you reach the wall, turn right and head down the path, ignoring the alcove to the left. Go forward to the next wall and turn left again. Follow this corridor to the end and turn right.

The first left down this hallway is marked with a sign that displays a circled key. That's Dash's mark, and this is the corridor you should take. Follow to the ends and turn left. You'll take a quick right turn and arrive at a four-way intersection. Go straight through, following the mark on the wall. Turn left at the end and keep moving, avoiding the first right turn. Take the second right: the Bacchanal lies ahead on your left.

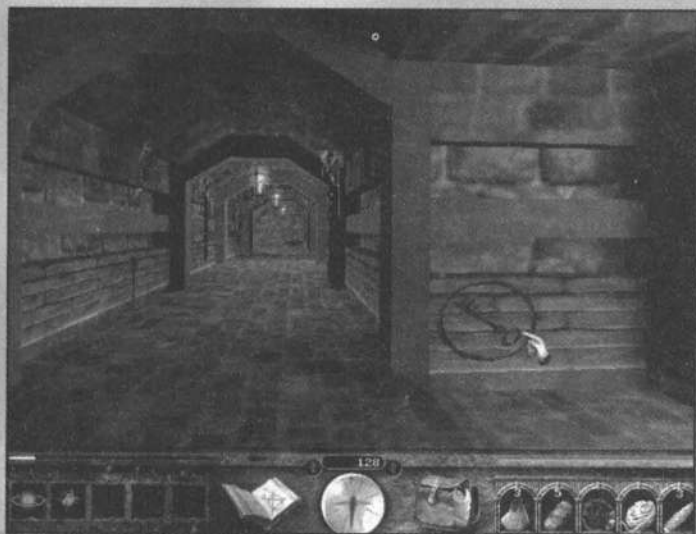


Fig. 7-10. Dash's mark is easy to spot if you know what to look for. Keep your eyes open as you go through the sewers.

When you're done at the Thieves Guild, return to Upper Gladstone along the path you took to get here. As you enter the alcove with the ladder up to the area outside the Iron Ring, notice the two wall switches. The left one controls the ladder; press it. The switch on the right lowers the grating to prevent you from leaving.

TIP

You receive no immediate material benefit from joining the Bacchanal. But because you can join it immediately, without engaging in a quest, you acquire Steal, Backstab, and Pick Lock skills right away.

Inside the Bacchanal, Jadin greets you, and offers you the use of the Guild's Familiar, Syruss, a Shadow. Syruss looks like a ferret, and is as agile and nimble as one, but he's far more intelligent, and he can talk. If you choose him as your Familiar, you must put two coins in the box below his stand.

Jadin also offers you membership in the Bacchanal. To become a member, you must place two coins in the box behind her. Your first quest tasks you to steal a dagger. Fortunately, a dagger lies on the table in front of you. Filch it and give it to Jadin, who then inducts you into the Guild.

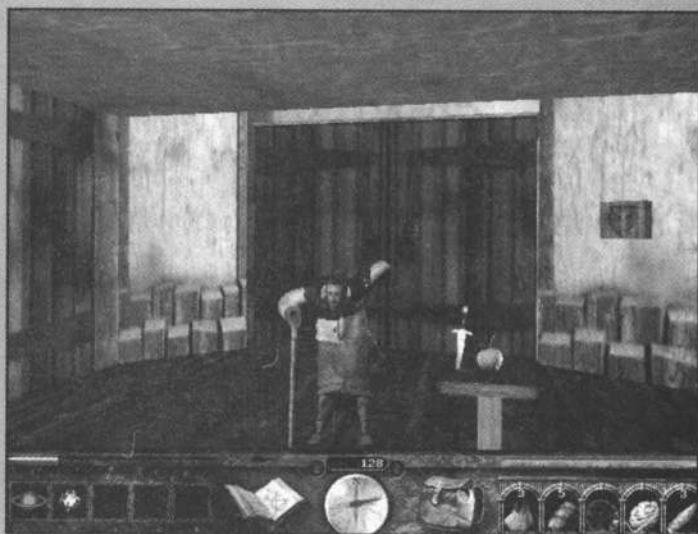


Fig. 7-11. Jadin is your main information source within the Bacchanal.

Gladstone Woods and the Guild Quests

NOTE

Consider the Familiars each guild offers. Each requires some sort of “payment” for their services. (See Chapter 2 for details on the Familiars, their powers, and their needs.)

After you visit the guilds, and pledge to those that interest you, you have an excellent opportunity to complete your initial quests so you may enjoy the benefits of full membership. It's most convenient to complete all your quests at once, particularly if you're joining all four guilds.

Back outside the Iron Ring, return to the area in front of the Keep and turn left. Walk into the gated area beyond the signs and speak with the guard there. The door he guards leads down to Upper Gladstone's small dungeon. You have no pressing reason to visit the dungeon at the moment, so trigger the switch next to the guard to open the gate to the forest. Pass through. As you leave, look left and find a baby pig trapped behind some boxes.

NOTE

Wild Boars attack often in Gladstone Woods. They attack at random, and pinpointing their locations is impossible. Usually you can hear them grunting and agitating the underbrush as they approach, however, so they should rarely surprise you.

As you enter the woods outside Upper Gladstone, a Wild Boar or two almost always assaults you immediately. Fight them off, and then click on the corpse(s) to receive one pork chop for each pig you kill. If you joined the Order of the Finch, this is what Finch Boris asked you to retrieve; thus, that quest is taken care of. Even if you didn't join the Clerics Guild, take the pork chop(s) and put them in your inventory to help ward off hunger during your travels.

Look to the right from where you kill these first pigs to see some newly chopped wood. Grab the axe there. It's a better weapon than anything you have, so equip it as your melee weapon. Thus armed, step into the woods beyond this open area.

More Wild Boars attack as you go. Slay them and take the pork chops from their carcasses. Keep an eye on the trees. Many contain knotholes that hold coins or other worthwhile items to add to your inventory.

Soon you reach a T intersection. If you joined the Iron Ring, go right, following the sign with the ship on it. This leads to the guild warehouse, where you must clear away the

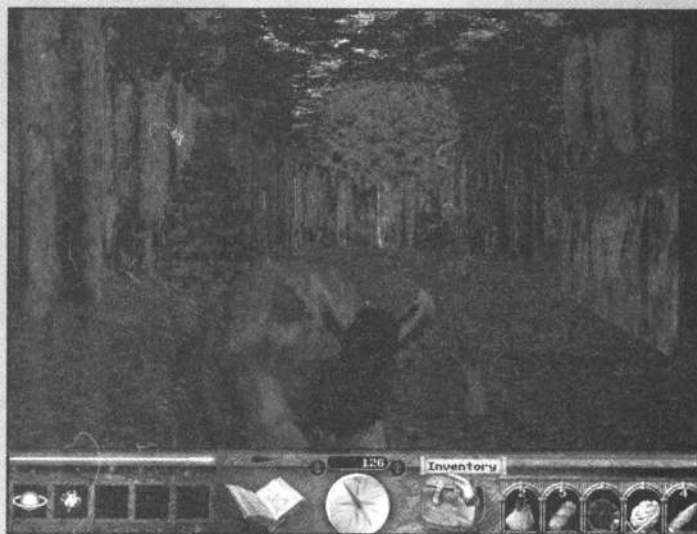


Fig. 7-12. Wild Boars attack often in Gladstone Woods. They're a reliable food source.

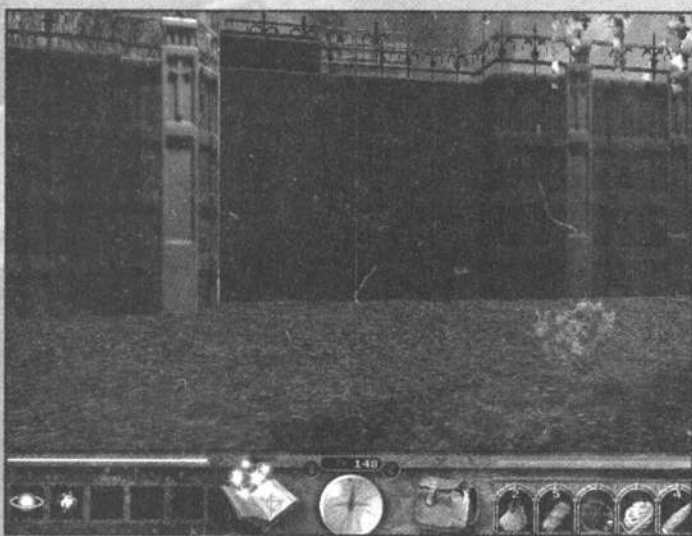


Fig. 7-13. Clearing the Wharf Rats from the Iron Ring's warehouse is easy.

of Wharf Rats. You must splatter these to complete Celerian's quest. After you eliminate these humanoid Rats, return to the Gladstone Woods and back to the T intersection.

If you didn't join the Talamari, head back into Gladstone and return to your guild(s) to become an official member. If retrieving a sample of portal energy remains on your list of quests, however, you have some exploring left to do. Head left at the T intersection.

This path is much like the one you followed to the Iron Ring's warehouse. Wild Boars attack continually, providing a steady meat supply for the future. Continue straight ahead,

infesting Wharf Rats. Kill the Wild Boars along this route. You'll come to a large wooden wall with a gate set into it. If you *didn't* join the Iron Ring, you can't pass through the gate; turn around and head back to the intersection. If you *did* join the Guild, you have the key from Celerian, and can open the doors. Do so, and head toward the docks.

Fortunately, the wharf and warehouse area is small. You can kill most of the ordinary Rats here easily with a single swipe of virtually any weapon. Keep an eye on your automap as you wander, and make sure you open all doors and investigate all rooms. Toward the rear of the warehouse, you'll find a couple



for the most part, avoiding any of the branching pathways. Keep an eye out for pigs and for those knotholes in the trees.

The portal is easy to find. Follow the path, keeping your eyes to the right. Take the first right-hand split. You're close when you start experiencing ground tremors.

This area of seismic activity is new in Gladstone Woods. The newly opened portal is wreaking havoc in this normally stable area. Notice the pools of lava and two large hills. Climb the left hill carefully, mindful of the frequent quakes and tremors. Although not dangerous in themselves, they can send an incautious traveler tumbling headlong into a bubbling pool of magma.

At the top of the left hill you'll find a green sphere—the portal itself. As you approach, notice that you're being drawn toward it. Use the crystal Sioned gave you and retreat. You've contained the energies you need to join the Talamari, so head back to Upper Gladstone along the path that brought you here.

Your quests completed, you should return to your guilds. Take time to explore the guilds once you're officially sworn in. This is a good time to select your Familiar: by now you probably have any items you need to hire the Familiar of your choice. Do so to begin reaping the benefits of having an assistant.



Fig. 7-14. You'll visit this portal several times as you explore Gladstone, even if you didn't join the Talamari.



TIP

If you check out the Familiars but don't select them, a couple of them will ask for a gift in exchange for accompanying you. To acquire the services of Syrrus, you will need to return to him and give him meat (you will likely have pork chops and rat meat in your inventory with you). For Goldy to join you, you must give her a piece of Vel's Fruit.

The Draracle's Cave

You've officially joined all your chosen guilds and you have a Familiar. Now it's time to visit the Draracle. Head back through Gladstone Woods, and off toward the portal where you grabbed the energy. This time walk past it. Keep on this path, and take every right-hand pathway you come to. Eventually, you'll arrive outside the Draracle's cave.

The cave is very linear, and you can't get lost, so don't worry about it. Beyond the first door, you encounter a trio of Orcs. Talk to the leader (the one not in the water) to learn some interesting things. First, the Orcs came here to inquire of the Draracle, just as the Gladstone citizens do. Second, the



Fig. 7-15. The Draracle's cave is the first real test of your combat skills.

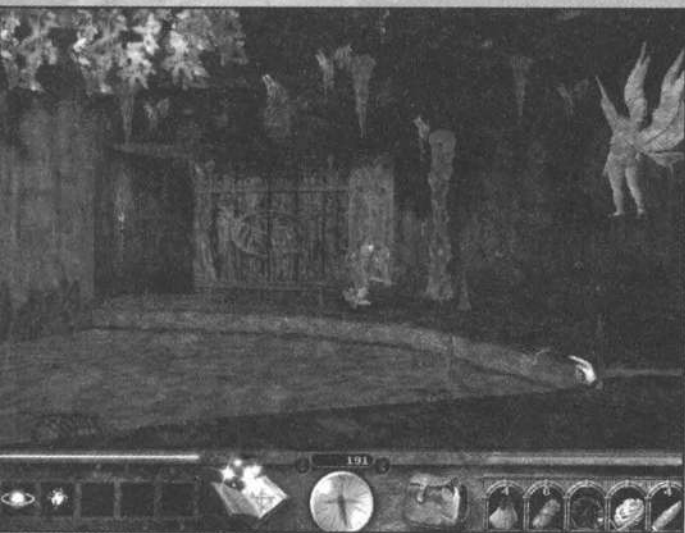


Fig. 7-16. The Orcs tell you there's something wrong with the Draracle's pronouncements.

past them, but you can fight them, as well. Because you've joined a guild or guilds, each Roach you kill increases your experience levels.

Follow the tunnels deeper into the caves until you reach the next door. Open it and carefully step inside. You'll see a group of dormant Skeletal Guardians. They won't attack, so just pass by them. More Roaches await you on the other side, so if you're wounded,

answer he gave the Orcs makes no sense: they must seek the sting of honey, the heart of an enemy, and the milk of kindness. The three Orcs are worried about returning to their clan, because this answer is no help to them. Walk through the door beyond the Orcs and continue into the cave.

NOTE

You may attack the Orcs, if you wish.

After your encounter with the Orcs, you'll start seeing Roaches much larger than those you saw in the sewers. You may attempt to run



this is a good place to heal. Beyond the Skeletal Guardians you'll notice some bubbling tar pools. Go through the door on the other side and find an impressive lava pool. Fortunately, a ledge runs all around it. Walk around the ledge and get all of the items. You'll find a lot of Sandcrust, a Stroke Dagger, and a Mace—an effective weapon.



TIP

Igniting one of the bubbling tar pools will cause damage, but the Roaches run through them freely. If you have it, use your Lesser Spark spell on a Roach when it's in a tar pool. The pool will ignite, harming everything within it.

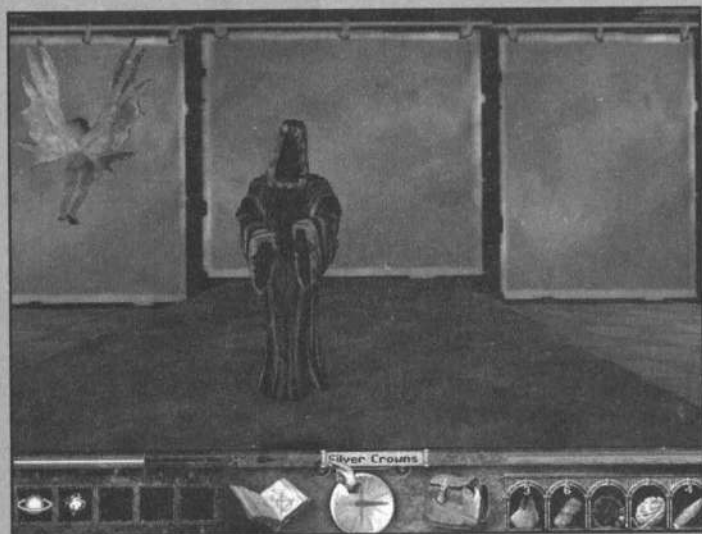


Fig. 7-17. Jakel has assisted the Draracle for eons. In the Draracle's absence, Jakel is in charge here.

Not far beyond the Lava Pool you'll reach a large door that opens into a long, narrow hallway with doors at the far end. Walk down the hall and open those doors. Beyond lies the Draracle's chamber. As you step in, you'll meet an odd, robed character who seems to float a few inches above the ground. This is Jakel, the Draracle's assistant. He'll request a tribute, which you don't have. But persistence pays off, and in the end he grants you an audience with the Draracle.

The Draracle looks unimpressive, and he sounds very much like Jakel. His pronouncements, while suitably vague, don't pertain to the problem of your missing soul. In fact, the

Draracle seems to have no advice at all: he instructs you to seek the same things he told the Orcs to look for. Worse, his jaw has become unhinged. As he speaks, look around the area, paying particular attention to the area right of the curtain. If you investigate, you'll spot Jakel. He gives you the dire news: the Draracle has gone from this world, and Jakel must masquerade as the Draracle to keep the locals from learning the truth. Instead of a tribute, Jakel asks you to keep his secret in return for his advice.

When you finish speaking with Jakel, enter the blue, glowing portal to return to Gladstone Woods. All you've learned is certainly food for thought. Perhaps you can find the real Draracle beyond one of the mysterious new portals in the woods. Before you search for him, however, it's a good idea to locate Lower Gladstone.

Finding Lower Gladstone

From the entrance to the Draracle's cave, go west toward Upper Gladstone. Watch your map, and take the

third right turn. Cross the river when you come to it and go north. Eventually, you'll reach another T intersection. Go west, and ignore any paths that beckon left or right.



Fig. 7-18. PAY NO ATTENTION TO THE MAN BEHIND THE CURTAIN! Actually, you must talk to Jakel after the “Draracle” speaks to you.

You'll come to a brightly garbed man in the middle of the woods. This is Rix. He considers himself the flower of humankind, and believes he's a hero for having slain Belial. (In truth, the hero Luther slew Belial at the conclusion of *Lands of Lore II*). Rix is a fop and a blowhard, but you may talk with him, or kill him if you like. When you're done, press forward and take the first left. This path leads to an ordinary-looking gate—your entrance to the poorer section of town, Lower Gladstone.

Inside Lower Gladstone, examine the building to your immediate left. The sign out front says it's the Blue Deer, an inn where Copper has lived for the past year. Step inside. The

proprietor says he's about to evict you because you're behind in the rent. If you give him 50 Silver Crowns, he'll relent and allow you back inside.

After you pay him, head upstairs and open the middle door. This is your room. The accommodations aren't spacious, but this room will serve to warehouse any items you want to keep but lack room for in your inventory. There are hundreds of items to acquire



in *Lands of Lore III* and your inventory space is limited, so getting the room is vital to your ultimate success. If you don't have the 50 Crowns when you first reach Lower Gladstone, gather them from the Bandits in town and pay for the room as quickly as you can.

Out in Lower Gladstone, take a few moments to walk around. A couple of shops and taverns are worth finding as you wander the streets. Bandits plague this part of the city; they're dangerous opponents, but certainly worth killing. The experience you gain from doing so will advance you in your guilds. Each Bandit carries a cache of coins, and usually some additional items.

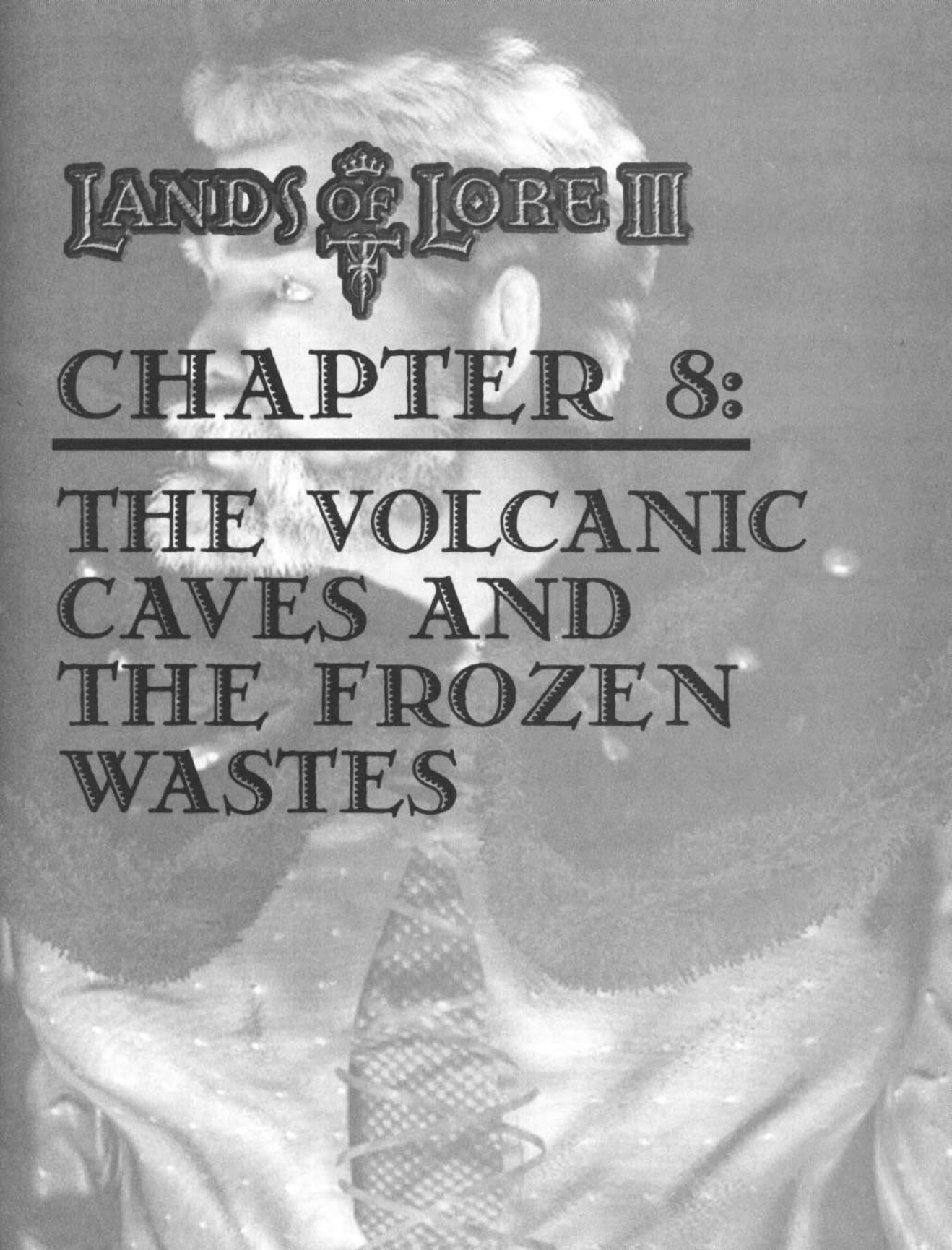


Fig. 7-20. Pay the innkeeper his 50 Crowns, and you'll acquire a safe place to store your items.



CAUTION: Bandits can inflict a Lesser Poison if they strike. Make sure you're in top physical condition and can heal yourself.

In Lower Gladstone, you can find a number of interesting areas. Shops and taverns are worth exploring, particularly the shops. You may find a few mundane items worth purchasing (or stealing, if you've joined the Bacchanal). When you've had your fill of the Bandits and are ready to attack the heart of Gladstone's problems, return to your room at the Blue Deer and drop off any items you may not need. When you're done, head back through the gate into the Gladstone Woods.



LANDS OF LORE III

CHAPTER 8:

THE VOLCANIC CAVES AND THE FROZEN WASTES

Finding the Draracle

At last it's time to address the problem of locating your soul. You've looked for it everywhere in Gladstone, and you didn't find the Draracle in the one place he should have been. Perhaps the best place to check now is the portal in Gladstone Woods. Prepare to set out for the portal again—not merely to sample its energy, but actually to enter and learn what lies beyond.

Because it's on the way to the Draracle's cave, the path to the portal should appear on your automap. Head there now, eliminating the Wild Boars you encounter along the way. When you reach the portal, go ahead and walk in. You'll view a brief cinematic clip of Copper's arrival in The Volcanic Caves.



CAUTION: Once you pass through the portal, move away from it quickly, or it will draw you back in and return you to Gladstone.

The Volcanic Caves are—for lack of a better word—*different*. It's a hot place, filled with volcanic activity, earthquakes, and lava pools and flows. Fortunately, you arrive on a platform high above the lava pools. Walk forward slowly, mindful of the narrow ledge. Tremors shaking the ground at regular intervals threaten to knock you into the steaming pools below.



TIP

When a tremor rocks The Volcanic Caves, STOP MOVING. The shaking ground can send you hurtling into the lava pools. This is always fatal.

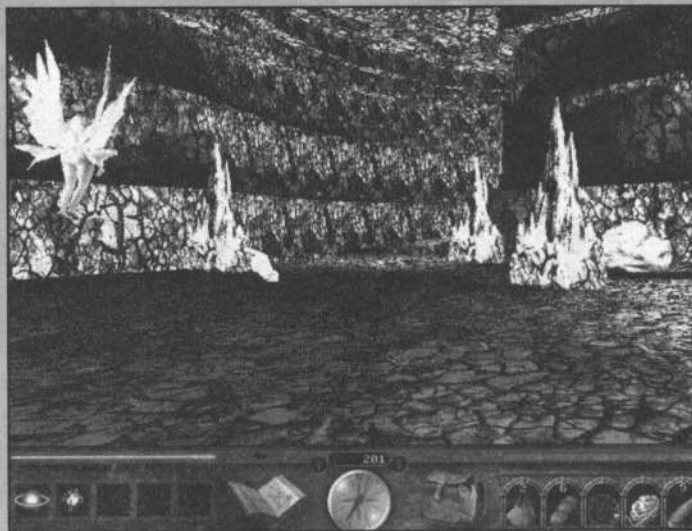


Fig. 8-1. The Volcanic Caves are full of lava and ash. A wrong step can send you plunging into a deep pool of magma.

There really is only one path to follow here, so keep moving along the path. As the area opens up, the Draracle himself rounds a corner ahead. Your presence here disturbs him. He's aware of the problem of your missing soul, and informs you that something called the Shining Path shattered when he left your world. You must go through the portal worlds and recover the pieces. To accomplish this, you must first recover the Golden Sigil from the Draracle's chambers in Gladstone. He tells you to go there now, and that he'll meet you.

When the Draracle vanishes, a teleportation portal appears. Walk through it to materialize where you saw Jakel and his Draracle puppet earlier.

Turn right, walk through the door there, and follow the corridor around the bend. Jakel confronts you there, and he's skeptical. He doubts you ever talked with the Draracle, and

suggests the plan to recover the Shining Path's broken shards will result in disaster. Walk past Jakel when he finishes talking and open the door behind him. These are the Draracle's chambers. On the far side of the room, hanging on the wall, you'll see an empty mirror frame. This must be the Shining Path—and not a single piece of glass remains in the frame.

Walk back past Jakel to the corridor. Another door stands in front of you. Go to it and open it. The Draracle's voice tells you to follow the path ahead.

The path opens into a large cavern, and you find yourself standing on a ledge against the wall. Not far into the room the path ends abruptly, and the gap is too large for you to jump across. Press the wall button near the gap, and a bridge forms ahead. Cross it; as you near

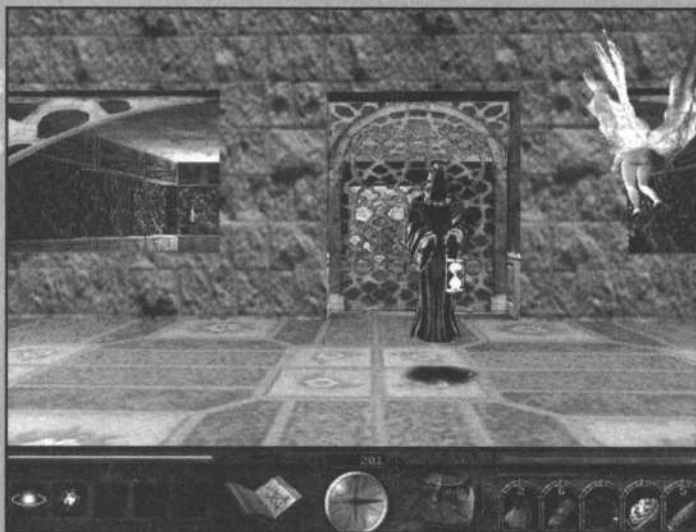


Fig. 8-2. Jakel is very upset to see you again, especially so soon. He's hiding something, and you aren't sure you can count on his help to find the Golden Sigil.

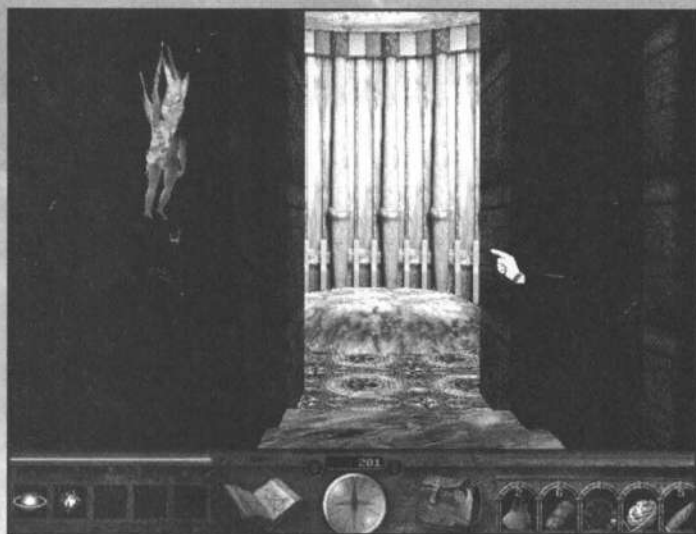


Fig. 8-3. The path to the Sigil appears fraught with wrong turns and dead ends. Don't worry—the Draracle won't steer you wrong.

the next gap, additional sections of the bridge materialize. On the other side of the bridge system, the Draracle opens the door for you. Go through and head down the stairs.

The room at the bottom has a large mound in the center. Walk to the top to teleport—seemingly into limbo. Take a moment to look around. Empty space surrounds you. Paths diverge left and right from your path, but they lead nowhere. Just continue forward.

The Golden Sigil sits on its own platform at the top. To reach it, you must walk along one of the spinning beams spanning the gap between your platform and the Golden Sigil's.

Step out carefully, making your way along the beam to the central platform.

The moment you touch the Sigil, you teleport again.

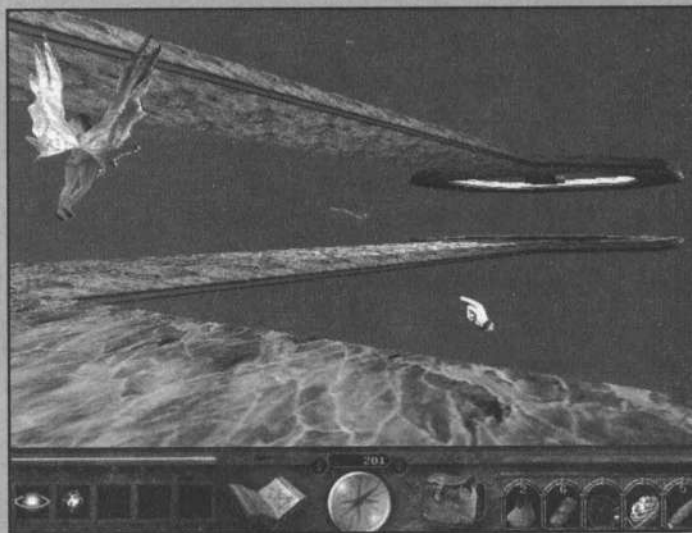


Fig. 8-4. The Sigil lies at the center of this strange platform. To get it, you must risk falling into limbo.



CAUTION: Be extremely careful as you walk out along the beam to the Golden Sigil. Falling off means certain death.

You materialize in a large, impressive room. Walk around to the door opposite where you arrive. It opens for you. Continue forward to the next door, which also opens for you, revealing a great bridge. Cross the tremendous span to the door at the far end. It opens for you, as well. The room beyond contains a pool. Walk to the edge. The Draracle's image appears above the water.

Again, he describes the destruction of the Shining Path. When he left Gladstone, the mirror shattered, sending the shards into other dimensions. The Shining Path is tied to Gladstone's reality, and the open portal in Gladstone Woods is only the first of many to come. To rescue your soul and save your life, you must retrieve the pieces of the Shining Path and return them to the empty frame in the Draracle's chambers. Only when the mirror is restored will the portals in the woods close forever, and only then can you restore your soul.

The Draracle is powerless to help you, and when his image fades, he's gone from the realm for good. His departure returns you to the stairs used along your earlier path. Climb the stairs and take the items from the shelves at the top. You must fight your way back through the Draracle's cave to return to Gladstone Woods. Follow your automap to the cave entrance.



Fig. 8-5. When the Draracle's speech ends, he disappears from Gladstone forever.



TIP

Your way back through the cave will be more difficult than it was the first time you passed through. The Roaches won't disturb you, but many Cave Spiders will assault you as you travel.

The Volcanic Caves

Before heading back through the portal to explore The Volcanic Caves fully, you may wish to return to Upper Gladstone and check in with your guilds. Consider using some of the money you've collected to purchase a couple of new spells in the Talamari or Order of the Finch halls, if you've joined either of these. Acquiring a new weapon and armor isn't a bad idea, either.

Your next step is a trip to The Volcanic Caves. There's simply nowhere else to go at this point. When you walk back through the portal, you find yourself where you arrived your first time through.



Fig. 8-6. The Volcanic Caves are dominated by long ledges and deep lava pools. It's easy to lose your way in the huge caverns if you don't pay attention to the geography.

Finding the Dragon City

As with your initial trip, you have only one path to follow. Walk forward past where you met the Draracle. The teleporter is gone, so the area ahead is new to you.

Press on, past the lava pools. Often you'll find yourself negotiating very narrow ledges above the lava; the frequent earth tremors make this situation particularly precarious. Pause when the ground shakes, and when the tremors stop, continue along the ledge.

Around a corner, you'll flash on your journal: new information has become available, indicating the presence of a new monster—a Fire Elemental. Deal with it quickly, ducking around the corner when the Elemental's fireballs fly too fast. When the Fire Elemental is dead, continue along the path.



Fig. 8-7. This Fire Elemental would love to keep you from completing your tasks.



TIP

Don't depend solely on the corner for protection. The aggressive Fire Elemental will follow you and continue attacking.

When the battle ends, the path opens into a large, cavernous area, where you'll get another Journal flash, and another new creature to deal with—Fire Beetles. There are many in this open area. They won't attack immediately; if you ignore them, you can walk past them unharassed. Consider this carefully, especially if you lack appropriate spells.

Check your automap and notice the two routes leading away from the Fire Beetles' platform. Take the first tunnel on the left. If you're fighting the Fire Beetles, a few more will come toward you down the tunnel. At the end, hit the steam vent on the floor and plug it. This causes a powerful tremor, but there are no lava pools around, so it's no problem. Now return down the tunnel to the Fire Beetle area. You'll notice another steam vent. Repeat your earlier actions to plug this vent; again a powerful tremor rocks you. Destroying

the two vents caused an important event to take place in the other tunnel. Walk down the right-hand tunnel.

In the next chamber, a ledge hugs the right wall. Ascend the steps to discover another new creature to fight—a Lesser Fire Drake. Attack it, walk past to the top of the cave, and look around. A large stone pillar moves up and down like a piston. This pillar started moving after you destroyed the two vents. Jump to the pillar and descend to the bottom of the cavern.



Fig. 8-8. Plugging these lava vents is critical to success in The Volcanic Caves.



Fig. 8-9. When you reach the platform with the second Fire Drake, you have only one more jump to make—to the ledge on your left.

Jump off at the bottom and head through the large tunnel entrance there. You can't go far, but plug the vent with the stalactite, and the lava pool ahead will solidify. Walk across into the next tunnel.

The tunnel opens into a vast cavern dominated by a complex system of ledges, platforms, and stone overhangs over a lava lake. You must jump from ledge to ledge to get through this area, but most of the jumps are easy. Jump to the first platform and keep going from platform to platform. Before long you'll encounter another Lesser Fire Drake. It's aggressive, and attacks as soon as it spots you. Kill it and continue jumping until you reach the large platform with the second Lesser Fire Drake in this area. It won't attack, so killing it is up to you. You may want to just to get a little more room to move.

**TIP**

If it looks as if you can't make a jump, wait a moment. Some of these platforms rise and fall. Be patient, and the jumps will get easier.

Look around from the second Lesser Fire Drake's platform. To the left, notice a ledge that skirts a huge stone tower. Jump to it and follow it around. You must make several such jumps to other ledges as you work your way across the middle and around to the far side of the cavern. Kill the next Lesser Fire Drake and enter the next tunnel you come to.

Continue to the next Lesser Fire Drake. *Don't kill this creature!* When it spots you, it walks away. Follow it through the tunnel to another huge cavern. Look right to spot the narrow crevice on your ledge. Jump to the other side and walk to the right, jumping to

the narrow catwalk against the wall. While on this catwalk, you'll notice a stone bridge that leads to a promontory. Cross it to find a spiked iron shield.

When you're done, return to the catwalk and continue down along the ledge, hugging the wall. Keep your eyes trained to the left as you descend. Another series of ledges hugs the large tower across the room. Stop when you see it and look left. You can (and should) jump across to the low platform you see there.



Fig. 8-10. Don't kill this Lesser Fire Drake! Instead, follow it as it wanders into the next room. If you do kill it, prepare for a serious battle ahead.

**TIP**

If you kill the Lesser Fire Drake in the tunnel, you'll only encounter several more, all ready to attack, in the large cavern. If you leave this Fire Drake alone, you'll go your way unmolested.

Follow this low ledge around, jumping from ledge to ledge, to the next tunnel to the right. Jump in and follow the tunnel along. Go left at the next opening and destroy the stalactite there to bridge the lava pool to the next area. As you walk through, notice the flames ahead. Move in and hug the ledge to the right. The gigantic creature here appears to be weeping. Talk to it.

The creature is Morphera, the last Fire Drake. She mourns the recent death of her mate, and demands you leave immediately. When you finish speaking with Morphera, the flames here die down. Continue around the ledge to the tunnel on the other side. Walk through.



Fig. 8-11. You don't have to fight Morphera yet, and that's just as well: you can't kill her here, anyway.



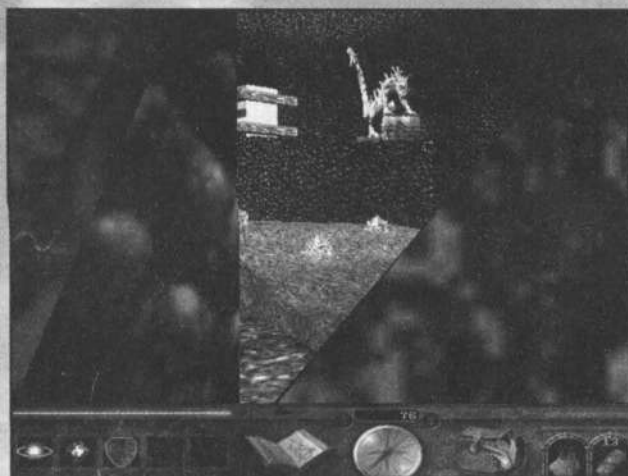
CAUTION: Keep your Familiar close by when you talk to Morphera. If he or she wanders off during the conversation, there's a good chance the flames will prove fatal.

At the end of this short tunnel, bear right and enter the next area. Destroy the stalactite there to cause two huge stone pillars to move up and down in the next area. Next, return to the area beyond Morphera and jump into the water (don't worry, it's safe). Climb the narrow staircase ringing the central pillar all the way to the top and deal with the Lesser Fire Drake there. Now take a moment and look around.

There are two rising pillars here, one you can reach from the top and one you can't. Jump to the closer one and ride it up. At the top, jump to the tunnel and follow the path up. You'll meet no resistance in this chamber of waterpools and falls, so don't worry about the climb.

At the end of the path, you'll find many vials of Dragon's Blood. Grab them and peer through the large crack in the rock. This is your first view of the Dragon City. When you've had your fill, return down the path, jump back to the rising pillar, and from there back to the large central platform. Descend the narrow staircase to the other elevator platform. Jump to it and, again, ride up to the next tunnel. Jump across and follow it along.

Fig. 8-12. This is your first view of the Dragon City. The real entrance is even more impressive.



It quickly opens into a large room where a Fire Elemental greets you. Hit it with spells, if you have them, or switch your missile weapon to Stroke Daggers, if you have some, and eliminate it quickly. This room is effectively a large lava lake peppered with lava rock islands. Head left, jumping from rock to rock, wary of the second Fire Elemental. At the far side, jump to the low shelf and climb the path into the next tunnel. This tunnel ends in a large opening showing the way into the Dragon City.

The Dragon City

Entering the Dragon City is a challenge. Drop from the path to the area around the city. It's worthwhile to kill a few of the Fire Elementals here before you approach the city.

Jump over the lava river and approach the massive doors. You may draw a little fire from the door area: Fire Beetles throb the other side. There seems to be no way to open the doors. Look around. In front of the door you'll spot the huge imprints of two dragon feet. It's a pressure plate, so if you step on it, the doors open.

Deal with the Fire Beetles behind the door, keeping yourself healed as you battle. When you've killed them all, don't hang around. Fire Beetles attack again and again throughout this area, so move quickly and use spells or items to heal yourself.

Each time you come to a set of dragon footprints, stand on them to open the door. Behind each door you'll combat more Fire Beetles, until you open the door on a pair of Lesser Fire Drakes. When you get to these, you're very close. Move in and kill the Drakes.



Fig. 8-13. Fire Beetles and Fire Elementals, like the one in the distance here, guard the true entrance to the Dragon City.

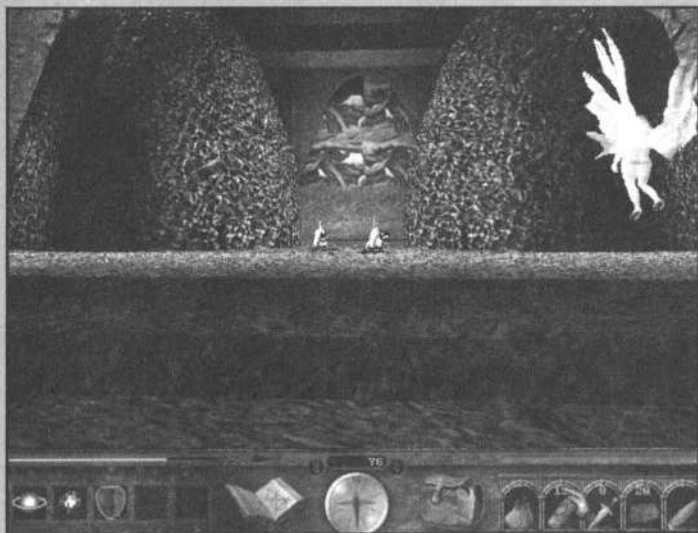


Fig. 8-14. These two Lesser Fire Drakes mark the end of the long entrance corridor to the city. Beyond, you'll find the Dragon Tombs—and Morpheria, again.

The next set of footprints leads up a short ramp. Stand on them to open the portal.

The next chamber contains two Fire Wisps. Drop them quickly and explore the room. Again, you'll stand on a pressure plate to open a door to the next tunnel. Follow it to the next door, also guarded by Fire Wisps. Beyond, four more Fire Wisps guard a large circular room.

This room's three exits lie across from where you enter. You'll go through them from left to right. To speed your exit from The Volcanic Caves, avoid the first two paths and simply head down the rightmost tunnel. Exploring the Tombs first yields a number of worthwhile items, though, so if you're not in a hurry, take time to check out the first two paths.

The Dragon Tombs

Stand on the plate before the left door. Be patient; it takes time for this huge door to open. Head into the next tunnel, which is very short, and combat another pair of Fire Wisps guarding a door.

Go through the door and walk the hallway toward what looks like a gigantic eye in the far wall. It looks imposing, but it's not dangerous. The mound in front of it is the receiving end of several teleporters in the Tomb area; it will save you a lot of backtracking. You can head right or left here, but left is quicker, so take that corridor first. Stand on the footprints to open the door at the end and move into the large room beyond.

The numerous beams crisscrossing this area hold some useful items. Explore them, if you want, but be very careful: a fall here means instant death. When you near the edge of the platform, you'll find yourself standing on an elevator. When it lowers, turn to the right and step off at the next level. Move forward to the edge.



Fig. 8-15. Don't worry about the giant eye on the wall. It's harmless.



CAUTION: Be extremely careful on the beams! If you fall into the lava, there's no way to return to the platforms.

Another elevator greets you. Step on and ride down to the platform at the bottom. Cross it and open the door to a vast corridor with ramps along either side. You may climb the ramps to reach the items at the top, if you like. Your main path lies down the dark, central hallway. It's a little tough to see, so walk forward until you hear the sound of a door opening in front of you. Then move ahead carefully.

Look at the ceiling in the next hallway: the blocks up there don't look very stable. And they aren't. As you move forward down the hall, the blocks start to fall. Stand in the spaces between the rocks until the blocks retract. Move carefully down the hall this way, and don't get crushed.

The corridor with the falling blocks opens into a room identical to the one you just left. Again, you may climb the ramps to get worthwhile items. When you're done, open the door and enter the next area. You'll see a huge volcanic mound. Climb to the top of it and grab the spell icon. This allows you to cast FireStorm, a powerful spell of Ancient Magic.

With this in your inventory, walk forward to the center of the mound to teleport back to the large eye. Turn left and walk down the corridor to the Tombs—another room of beams and elevators. Step forward onto the platform and it will ascend. At the room's third level, step off onto another platform. The door there leads into the main Tomb area.



Fig. 8-16. The spell you gain requires Ancient Magic to cast. Of course, a fire-based spell isn't very useful in a world of flame.

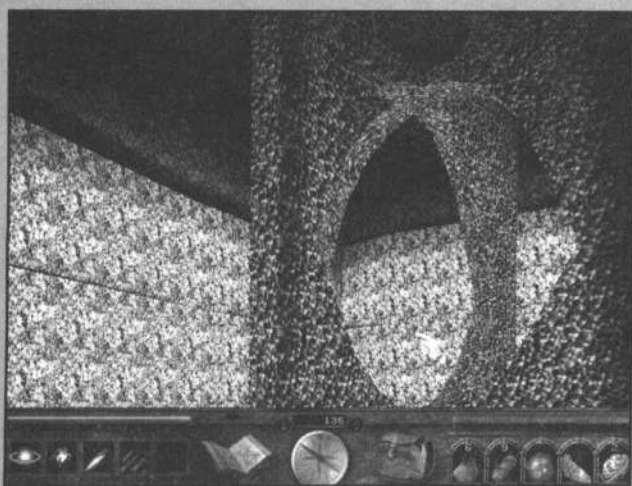


Fig. 8-17. This huge statue is a monument to the Dragons' enormous power (and pride).

You enter another room of beams and elevators. Step forward onto the elevator and ascend three levels, stepping off onto the platform. You enter a chamber with a floating green tablet. Jump on the tablet. The far doors will open. If you step off, they close. If you fall into the water, there are drainage tunnels to the left and right.

The walls of the room beyond hold three more giant eyes. These, too, are harmless. Step between them and the platform you're on will descend. Wait. You'll pass a platform with a door on the left. Ignore it for now. At the large, reddish door, leap off the elevator.

The door opens into a bending corridor that ends at another giant red door. Open it and walk through into a huge cavern dominated by an immense statue in the center. Lava streams run around this room. Jump over them, walk through the door on the far side of the room, and go down the hallway. The hall ends in another room with beams and elevators. Go ahead all the way to the rear and ride the elevator to the top. Step off to the left, and then make a quick right into the Tomb of the Earth Dragon.

Your Familiar can read the tablets here to provide some information about the monument. When you're done, turn around and go down the walkway. Check out the room on the right and grab the item there. Then return to the elevator and descend to the bottom. Go forward, past the monument and the two red doors, to the elevator. Ascend and turn to the right, ready to grab the next platform as you pass by.



TIP

If you don't wish to explore the rest of the Tombs, the other room in the upper area, to the right of the Earth Dragon's Tomb, is a teleporter back to the first giant eye.

Open the white door and walk forward. There's no huge corridor like there was for the Earth Dragon's area. Instead; the Wind Dragon's tomb is right here. Investigate the Water Dragon's area first, however. Go forward into the open area with the beams and turn left. Follow the greenish corridor around. Walk toward the symbol on the rear wall, but keep looking left. An alcove there holds the Stone of the Cobra and a Lifestone; both will be immensely useful in your journeys. When you have these, walk back to the symbol on the wall and take the elevator up. Step off into the Water Dragon's Tomb; again, your Familiar provides some information. When you're ready, descend in the elevator and return down the green corridor to the Wind Dragon's area.

Round the corner from the Water Dragon's area and continue forward to the elevator and ride to the top. Step off to the left, and then make a quick right to the Wind Dragon's Tomb. Again your Familiar will give you information from the tablets.



Fig. 8-18. Your Familiar will give you some information about the Dragons at rest in these large tombs.



When you're ready, ride the elevator back down, walk off, and turn right. Get the items from the top of the mound and turn around. Cross the room to the teleporter, which again returns you to the first eye.

The Confrontation with Morphera

Walk down the hallway ahead and open this door and the next. You still have two doors to investigate. Head to the next room to the left and open the door there to reveal a fairly short corridor (by Dragon City standards) with a pair of Fire Wisps at the end. Kill them and open the door they guarded.

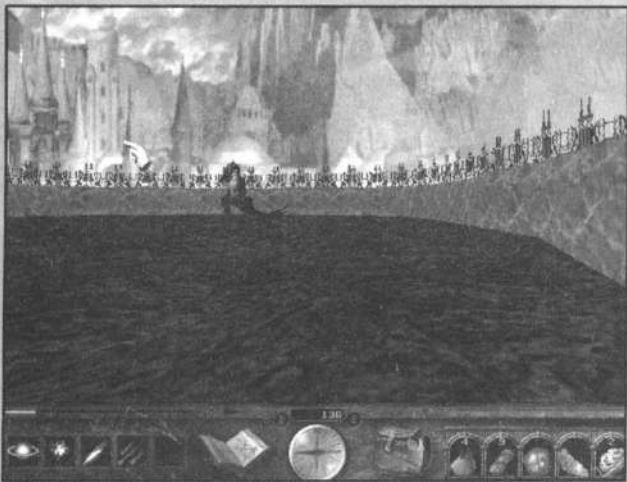


Fig. 8-19. Your second meeting with Morphera is longer. She's upset that you haven't left her realm yet.

It takes you to a balcony, a long stretch of room where Morphera waits. Talk to her again. She's greatly disturbed that you haven't left her realm as she requested. You also learn the shard of the Shining Path killed her mate. When you finish speaking with her, go through the third and final door in the large room. Yet another pair of Fire Wisps guard this final door. Beyond the door lies a long, narrow tube filled with platforms and long drops into lava. Jump from platform to platform to reach the large section at the end—an elevator. Descend to the bottom, step off to the right, and go through the tunnel to the large room. This observatory affords some spectacular views. It also offers some spectacular combat, in the form of Fire Beetles. You must cross the observatory to the other side, and then traverse the next corridor. Again, you will find a series of platforms suspended over lava. Jump across, heading left, to the next elevator. At the bottom, step off and climb the rudimentary staircase to your third and final confrontation with Morphera.

Talk to her again. She's now extremely displeased with you. Still, she offers a trade for the mirror shard—your life!

Now things get interesting. Morphera attacks immediately. Your first reaction probably is to attack back—exactly what she

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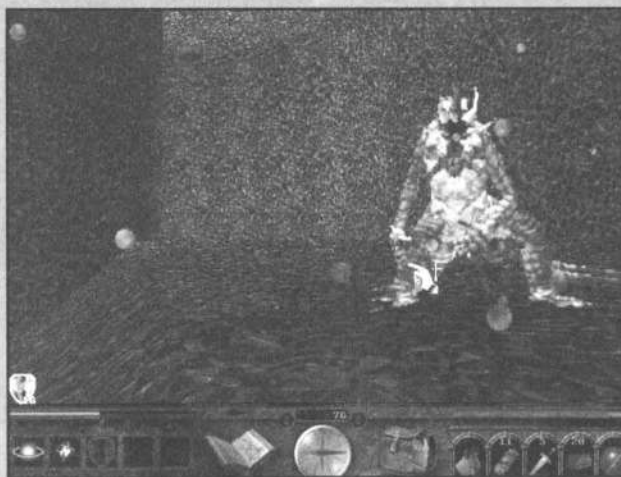


Fig. 8-20. Morphera attacks! To defeat her, keep moving, and strike from a distance when you can. Her fiery breath can strip you of Hit Points, so keep your healing spells and items ready.

wants. She has a device that heals her as long as there's lava in the area. To kill her, you must destroy the three stalactites you find around the sides of the cavern. This plugs the lava flows, rendering it impossible for Morphera to regenerate.

She appears in the center of the room surrounded by heaps of Silver Crowns. Drop down and take her out using the spells and weaponry you have. When she dies, a floating eye appears, searching for lava. Fortunately, it won't find any, and after a few seconds, it disappears, leaving the shard in the center of the depression. Collect all the coins, and then click on the shard with the Golden Sigil. You'll return instantly to the Draracle's chambers, and the shard will be placed back into the Shining Path.

Back in the Draracle's Cave

Jakel greets you when you return. He's extremely upset that you've started collecting the mirror shards, and tells you to exit the cave a new way, because of the renovations underway. He opens a door to the right of where you stand. It's the only way back, so you must fight your way out.



TIP

In addition to fighting the creatures that roam these halls, you must contend with spells the walls fire at you as you pass through.

The First Level

Possibly there is no real construction going on in the caves, but Jakel has indeed closed off the normal path back to Gladstone. You must go through the corridors he opened for you. As you step into this first hallway, notice the fireballs launching from the walls. These are triggered by pressure plates concealed in the floor in front of the fireball spitters.



Fig. 8-21. The fireballs springing from the walls are only one of the hazards you face in these halls.





TIP

Stick close to the walls instead of walking down the middle of the hall, and you can avoid many of the spells being fired at you.

Walk forward past the fireball spitter on the left. This corridor ends in another fireball spitter, but the alcove to the right is worth exploring. Press the button there to reveal some worthwhile items. Next, head back toward the entrance and take the first left. Explore this area if you like—there are some worthwhile items. The path out leads to the right, however. Follow it around to the northwest corner of the area and turn left, heading south.

The hallway winds around, heading first toward the southeast, and then becoming more southerly. At the wall, turn left and start down the corridor. Walk toward the small alcove ahead; instead of walking in, turn left just before it and head north again. When this corridor bends right, follow it to the intersection. You can check out the left corridor for a few items and a little money, if you wish. If you'd rather just leave, enter the small alcove in front of you. The button there opens the path to the exit—but only to the next level of the maze.

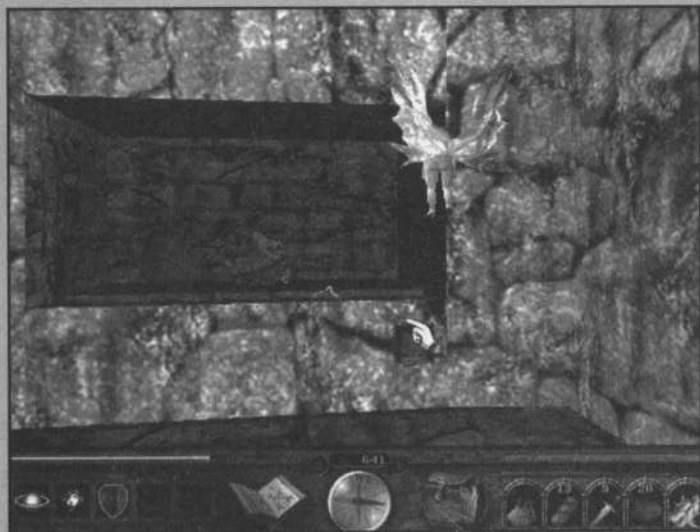


Fig. 8-22. These small alcoves hold money and other items that will look great in your inventory.

You find yourself in a long corridor with no obvious exit. Look closely at the left wall: one panel is a little thin. This false wall conceals an alcove containing a few items. It's not the way out, though.

The Second Level

The Roaches you've dealt with up to now were too small to do much besides get in your way. The Roaches on the second level of the maze are a little larger, however, and attack aggressively.

The layout here is a little more confusing than the first level's, but the path through it is actually considerably easier. Start by hugging the left wall until the corridor dead-ends. Pressing the button there will open up another cache of worthwhile items. Grab them and head back toward the ladder, taking the first left. At the fork, bear right and follow the left wall around a couple of corners.



The real way out lies back in the main corridor. Just beyond the false wall, press a button that opens the end of the hallway. Walk through and bear southwest to find another items cache. From there, follow the right-hand wall to the next ladder. Before going up, smash through the left wall, and, if you don't already have it, take the Lesser Heal spell you reveal.

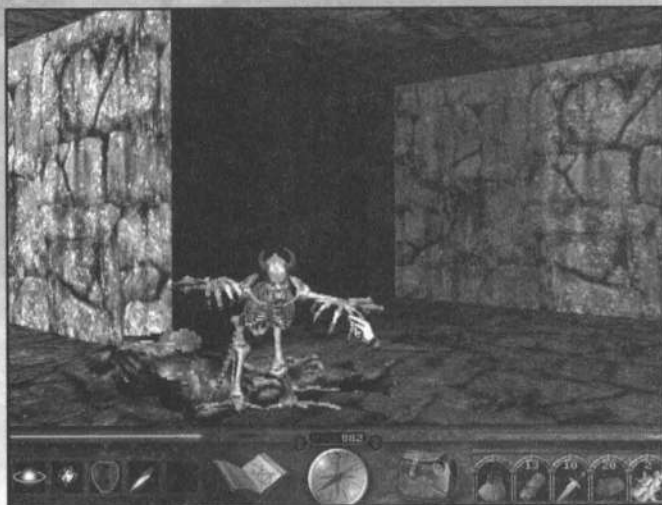
The Third Level

Things get a little more serious in the third level of the maze. The Roaches are gone, replaced by Wharf Rats, and there are many more false walls. The maze here is complicated, but a thorough investigation can yield some good items and a little money. One good thing about this part of the maze is that, if you're keen on getting out quickly, you can make it up to the fourth and final level of the maze in just a few moments.

As you step off the ladder from the previous level, notice that there doesn't seem to be a floor. Push a button on your right to fill in the missing floor area. Take this hallway north for another cache of items; then turn around to face the area where you first climbed up. Head south and slightly west through the winding corridor to a dead end. Press the wall button there to reveal a path and take it around the corner. A quick right, an immediate left, and another right places you just steps from the next ladder. If you wish to climb it, take the next right, a left when the corridor branches, and follow the left wall to the ladder. If you're more diligent, you can find a couple of additional item caches and several Wharf Rats with money.



Fig. 8-23. The false walls are difficult to detect, but often conceal caches of items worth picking up.



The Fourth Level

You've made it to the top level of the maze, and this should please you. The good news is that this is less of a maze than a direct route to the exit. There are only a couple of places where you can get turned around. The bad news is that Skeletal Guardians have joined the Wharf Rats, making this the most dangerous level in terms of combat.

Fig. 8-24. The Skeletal Guardians make this a dangerous level.

At the top of the ladder, head east down the corridor. The path ahead doesn't vary until you reach the level's east side and head back west along the north edge. At the first intersection, go left instead of straight and grab the items from the alcove. Head back and keep going until the hallway opens into a wide space where there seems to be no floor.

Proceed carefully across the beams there. On the other side, bear right and press the three buttons in the alcove to open the path to the exit. Return past the beams you just crossed, following the right wall until you come to another right-left choice. Go right and follow it around to the exit to Gladstone Woods. Before you leave, grab the Lesser Light spell near the exit.

To the Keep

Because you left the cave by a different exit, you emerge in a new part of Gladstone Woods. The trip from here to Upper Gladstone is a long one, so get a firm grip on your weapon and head off. You'll stick mainly to major paths, and can reach the city without diversion, if you like.

Head south, passing up turns to right and left; these lead to small alcoves or unopened portal areas. The second turn to the left leads to the Frozen Wastes—the next portal you'll investigate—but you have some business to take care of first. When you reach the river, stop. You have a decision to make.

The easiest way through the woods is to cross the river and continue straight ahead. This takes you back to the entrance to the Draracle's cave, and you can find your way back to the city from there. A quicker route leads into the river and to the right. Walk along the edge of the river. At your first opportunity, scurry up the left bank and follow the path south. This connects to the main path between the The portal to the Volcanic Caves and the Draracle's cave. Head right. Again, from there your automap should help you get back to town.

Back in Upper Gladstone, check in with your guilds. It's also a good time to go look around in the Keep to see if you can discover anything worthwhile. Dawn shooed you away at the beginning of the game. You're still the heir, however, and checking in at the Keep makes sense; doing so after clearing the first portal makes even more sense. You're making progress toward your ultimate goal, and it can't hurt to learn a little more about what's going on in King Richard's absence.

NOTE

You're denied access to the Keep after you return the second mirror shard.

Inside the Keep, Samuel greets you. He seemed sympathetic when you left. He still is, and he give you another warning about Jeron, the King's advisor. Take him seriously. When you are done speaking with Samuel, cross the courtyard and enter the main part of the Keep.



The door opens into a small room with two doors on the right wall, another door ahead and to the left, and a corridor running immediately left. Approach the closest door on the right first and enter. It's a small shop run by the Order of the Finch. If you are a Finch yourself, you can purchase a few worthwhile items from Finch Nathaniel, who seems more than just a little fearful of just about everything. If you want, you also can sell a few items here.

After Nathaniel bids you a tearful farewell, go through the next door to the right. This is the haunt of Victoria, daughter of Victor, the former Keep blacksmith. Victoria has assumed her father's responsibilities, and is well-suited to the task. For a woman of her size and strength, however, she has a very good sense of humor: everything you say makes her laugh. You can pick up a good melee weapon here if you wish, but it's in your better interest to save your money just now.

Leave the smithy and take the next door on the right—the door across from where you entered the Keep. It leads to a hallway with more choices. First, head right at the intersection and make your way into the chapel. It may appear as if there's little to see here, but remain diligent. Go all the way to the end and turn around. To your right, you can pick up the Damage Shield spell. Leave the chapel and turn left back at the hallway. Follow this path to the next door, which leads to the dining room.

It will behoove you to examine the portraits closely: one seems a little odd. The door there leads into the kitchen; it might smell good but it holds no food. If your own larder is low, the other door in the kitchen leads to the pantry, where you can stock up on pork chops by clicking on the meat hanging here.

When you finish gathering food, return to the chapel, but instead of going in, or down the hall to the left, go through the door ahead. It opens to reveal a short ascending flight of steps.

Climb them, and at the top, walk forward and take the first right. If you've played *Lands of Lore II*, the face that greets you on the balcony will be familiar. Talk to Luther, who commiserates with your plight. To help, he lends you Thohan's Great Sword, easily the most potent and powerful melee weapon available in all of Gladstone.



Fig. 8-25. Talking to Luther on the balcony can pay dividends in the form of Thohan's Great Sword.

When you have the sword, leave the balcony area and head to your right, down the short hallway. At the end, you can pick up another new spell—Lesser Blades. With this in your arsenal, return down the stairs to the first level. You have more exploring to do.

At the bottom of the stairs, return to the hallway outside the chapel and take the door ahead. This storeroom has a few barrels you can smash and investigate. When you're done, leave and start down the corridor. Take the first right; the door there leads to the small room just inside the Keep's front door. Go through and take the corridor on your right to Jeron's office door. Open the door and talk to Jeron, whose hatred for you is unrivaled. He'd love to arrest you, have you killed, or both. When you finish conversing, enter his office as he leaves. The door will close and lock behind you, but don't worry. You're about to learn some important things about Jeron.

Go behind Jeron's desk and duck down. Look carefully: to the right under the desk is a small button. Press it to open a trapdoor in front of the desk. Anyone standing on the door

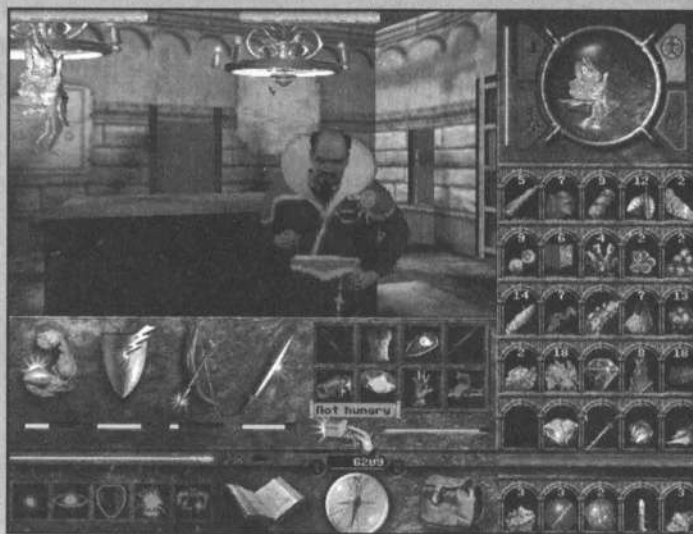


Fig. 8-26. Jeron genuinely dislikes you. Of course, the feeling should be mutual.

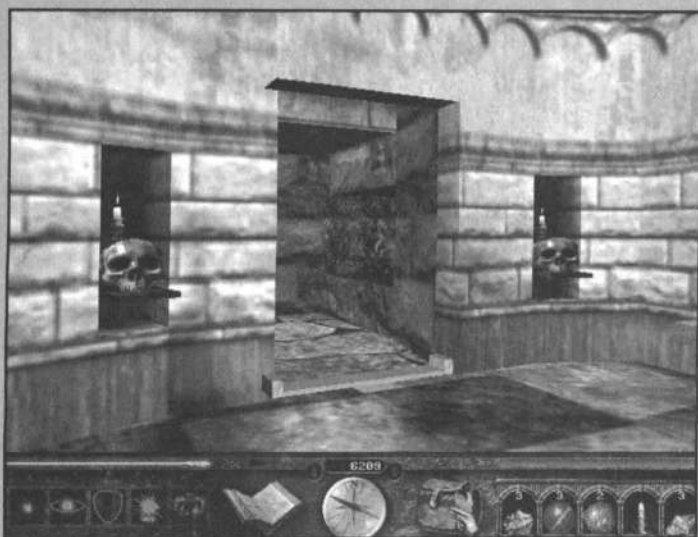


Fig. 8-27. Jeron truly is evil! Perhaps more evidence of his treachery lies down this secret corridor.

when it's sprung will fall into a spike-filled pit. One strike against Jeron right away—he has a way of dispatching people he doesn't like.

After examining the desk, look at the walls. The one with the lights conceals something. To learn the true depth of Jeron's treachery, push the chair near the desk to reveal a secret passage and turn a couple of panels. The lights are replaced by skulls with candles on top!

Enter the secret passage. You might think the only way to go is up the stairs. But investigate the skulls stacked on the small shelf to your right; when you push one, the floor you're standing on drops down. Go through this

low hallway and explore the alcove to the right. You'll score a lot of money there, and a few extra Ancient's Stones, as well.

Continue down the hallway and up the steps at the end. They lead to a small room where you'll notice an odd impression in one wall. Look closer to discover that Jeron has cut holes in the portrait of King Richard so he can spy on events in the dining room! His evil knows no bounds.

Return to the elevator platform and press the button. Take the stairs, now; the button at the end puts you back on the staircase to the second floor of the Keep. You've already been there, so exit the Keep, instead. You've acquired a few new spells, a tremendously effective weapon, and a lot of information about your greatest enemy. Not bad!

The Frozen Wastes

Now's the perfect time to go to the second portal—the Frozen Wastes and the White Tower. From Upper Gladstone, go back through Gladstone Woods toward the Draracle's cave, but instead of entering, take the path left. Cross the river when you come to it, and continue down the path to the next branching trail to the right. It leads to the Frozen Wastes, a world of cold, ice, snow, and danger.

As you step through the portal, you view a short cinematic involving barbarian women and two-headed prehistoric tigers. Looks like you're in for an interesting visit.

The Wastes

You arrive on an icy shelf facing a broad tunnel entrance. It's the only way forward, so enter the tunnel and follow it as it bends to the right. As you round the corner, what looked like a large chunk of ice ahead comes to life, sprouting a huge green appendage that hurls missiles at you. This is your first Ice Worm, the deadliest creature in these parts. The path beyond the worm is tricky, so you must kill it.

When the worm is dead, approach where it stood and look around. This high plateau overlooks a deep chasm. The

way down starts left of the tunnel you emerged from and leads around the plateau to the bottom of the gorge. Follow the ravine to a pair of caverns that require you to jump from platform to platform. This area is relatively safe; misstepping only lands you in the water—harmless, if cold. Keep moving east to where you must choose to go north or south. Both

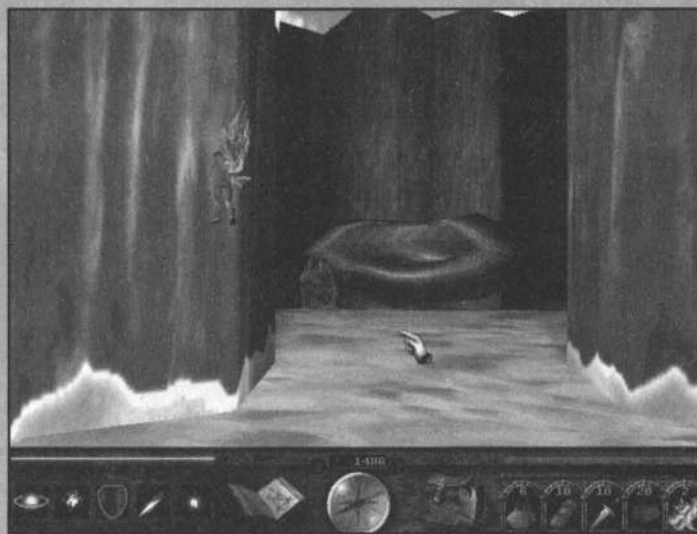


Fig. 8-28. As you wander through the Frozen Wastes, you'll spend a lot of time in tunnels like this one.



paths eventually lead to the same place: the left route is quicker, but the right-hand path offers items to acquire and creatures to fight. Take the right-hand path.

The path opens into a large, high-walled canyon. A few more Ice Worms reside here, and you'll meet another enemy—the Saber-Toothed Cerberus Tigers. The ravine meanders northeast; large alcoves contain a few sleeping Tigers and a number of useful and rare items. The ravines end in another battle with an Ice Worm and a tunnel that bends northwest.

The tunnel ends at another huge canyon, this one filled with water. You can walk into the water, but it only completes the circuit back to the ravines where you jumped from platform to platform. Instead, first look to the right. A narrow trail leads into the heart of the plateau above. Follow it to the top, where another Ice Worm awaits for you. Kill it, and you'll discover a narrow ledge around the canyon you're in. You must jump to this ledge and follow it around, but take care: it's quite narrow and very steep, and a misstep can send you plunging quickly to your death. Members of the Iron Ring will glimpse Morrison on a plateau as they skirt the canyon. Keep your eyes down at this point, and look left as you walk. The ledge eventually gets close enough to the ground for you to step off easily.

Iron Ring members can take a few moments to talk to Morrison. He warns you about the women in the nearby White Tower: they're very beautiful—and very dangerous. Keep this warning in mind as you enter the tunnel away from this area.

The tunnel opens onto a bridge across another canyon. Cross it; the icy ground on the other side is transparent. A path leading up into a cave



Fig. 8-29. They may look confusing, but areas like these aren't that tough to find your way through. You must jump from platform to platform, but the falls aren't usually dangerous.



Fig. 8-30. Finding Morrison means you're getting close to the White Tower.

takes you to a few useful items, but your true path lies off one side of the icy bridge. Drop off to land in front of another tunnel. Past the next Ice Worm, you'll come to a series of ladders cut into the chamber walls. Climb them to the catwalk around the room's upper perimeter, to yet another icy tunnel.

This tunnel opens into a broader area filled with small ice platforms leading into the canyon depths. Follow them down to the bottom, where several Tigers attack you. Follow this narrow ravine south, and you'll see signs of civilization. The Tigers continue attacking as you cross the wide bridge over an icy river. The bridge ends at the door of a huge tower. Eliminate the last few Tigers and the guardian Ice Worm, and go to the door to begin the next phase of your travels in this portal.



Fig. 8-31. This area abounds in Tigers, but the columns ahead indicate you're getting closer to civilization.



Fig. 8-32. Jacinda welcomes you to the White Tower, but is she sincere?

The White Tower

Open the door. The leader of this enclave in the Frozen Wastes will approach and talk to you after destroying an odd, fire-breathing bird. More than a pretty face, Jacinda is also leader of the group of Barbarian Warriors who call the White Tower home. If you saw Morrison earlier, she'll ask about him. She then asks you for help: the White Tower is beset by difficulties. Seismic activity released the Starks from their pens, and the Barbarian Warriors, who use these fire-breathing chickens for food, have been unable to recapture and contain them. Your task is to track down and destroy all the Stark nests.



TIP

For a more interesting trip through the White Tower, attack Jacinda immediately. Killing her will get you the key to the White Tower's treasury and the shard—but the other Barbarian Warriors in the tower will attack you on sight.

Begin your quest to destroy the fire-chickens by going through the first door to the right of the tower entrance, into a large, seemingly empty room. Notice the four small cylinders on the back wall. These are candles; light them using a Spark spell. When lit, the candles burn blue, green, red, and violet (from left to right), a pattern that becomes important soon. After lighting the candles, leave the room and return to the entrance area. Walk past the door to the Frozen Wastes, proceed to the far end of the room, and go through the door there.

Four candelabras are located at the far side of this room. Light each candle using the Spark spell and note its color. Drag each colored candelabra (blue, green, red and violet) to the corresponding colored area at the other side of the room. The areas are denoted by colored wax on the floor. After all four candelabras have been placed, a stairway leading to a door at the top of the room will open. Go up the stairs to find three rooms. The room at the far left contains the Great Axe Blizzard. The center room contains the Blue Gem (beware of the Stark's nest), and the room on the right contains two treasure chests.

Go back down the stairs and through the door to the right of the candelabras. Here you get your first real taste of the fire-chickens as they attack from above. You'll get to them soon enough—they have the advantage at the moment—so go to the door opposite where you entered and proceed into the next hallway. It ends at another door, which opens into a room with a staircase. Climb the stairs to the second floor.

NOTE

The room with the stairs also has a door on the left wall. The stairs behind it lead to about the same place on the second floor.

Now the battle with the Starks can be joined. You can't open the door at the top of the stairs yet, so don't worry about it. Instead, head through these halls. The entire second floor is open to you, and except for the one you can't open, there are no doors. Take the first three right turns and you'll encounter a group of Stark nests. Attack all three nests to reveal the Green Gem. In the corner of the room behind you, you'll also find a

Guardian Orb. Pay attention to the odd structure in the north-west corner. You'll notice an odd-looking series of ramps. Near these ramps, you will find two Ice Shard launchers. These will be used later.

After clearing out the Tower's top floor, return to the first floor and head back to the room near the entrance. This time, go through the door next to the room with the four lit candles. In the narrow corridor you enter, a series of wooden planks swing back and forth along the center. Getting through this agility test without being hit by



Fig. 8-33. You must destroy all the Stark nests to prevent the weird creatures from taking over the White Tower.

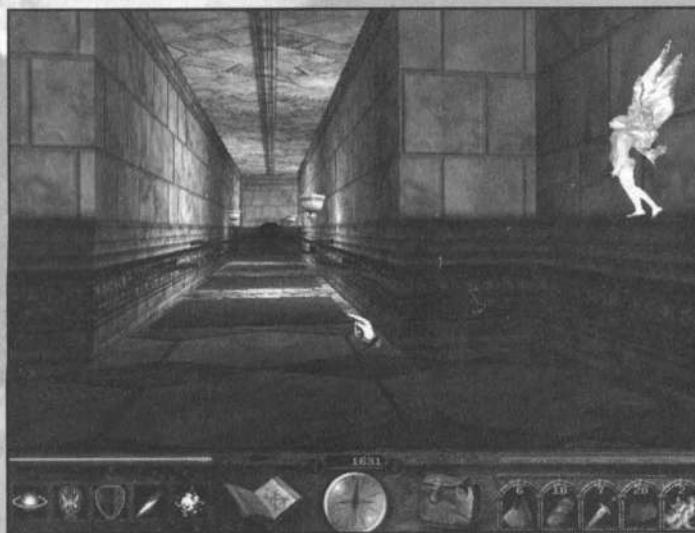


Fig. 8-34. Getting through this long, narrow corridor filled with swinging beams requires perfect timing.

a spinning plank takes perfect timing. Creep through to the other side.

Pressing the button on the pillar at the far end of the hall only launches a fireball at you, so don't do it. Hidden in an alcove is the Red Gem. After you find it, walk around the large central pillar to the far side of the room and open the door there.

Enter a large, square room. You may be tempted to open the door on the left wall, but you have some business to take care of first. Walk to the opposite side of the room and press

the wall button to open four small rooms in the corners. Within you'll find both items and Starks. Kill the Starks, and *then* go through that tempting door.

This series of rooms eventually takes you to a hallway that branches right and left. Ignore the hall. Instead, walk through the door ahead and explore the barracks beyond. Pay special attention to the areas under the bunks, where you'll find the Violet Gem, sister to the other gems you found earlier. Leave the barracks and turn left in the hallway.



Return to the Tower entrance and go back through the door on the far side of the room, heading toward the second floor. Pass through the first two doors, back to the room where the Starks first attacked you.

Look left to spot an odd, unlit brazier. Remedy the situation by casting a Spark spell on it. Its flame illuminates the nearby stained-glass window and reveals the four wall buttons behind. The buttons are the same colors as the four gems and the candles you lit. To open the panel, you must press the buttons in the order of the candle colors, from left to right. A room is then revealed that contains a locked door. You can open this door with a key given to you by Chesara (see pg. 156 for details).



TIP

Press the buttons in this order: blue, green, red, violet.



Fig. 8-35. You can't free the men in the prison cells. In truth, there's a part of them that really doesn't want to be rescued.

Go back to the strange ramp area and use the Gems in your possession to activate the Ice Shard launchers. These launchers will keep the Starks at bay. To do so, open the "plates" on the side of the launchers and place the Blue, Green, Violet, and Red gems inside. This action will also open the secret doors in the area.

If you've killed all the Starks, the corridor opened at the top of the stairs leads to the prison. The two men in one of the prison cells would just love for you to free them, but they're somehow proud of surviving all the torment (after all, they're forced to keep the women of the White Tower satisfied). There's no way for you to release them, in any case, so examine

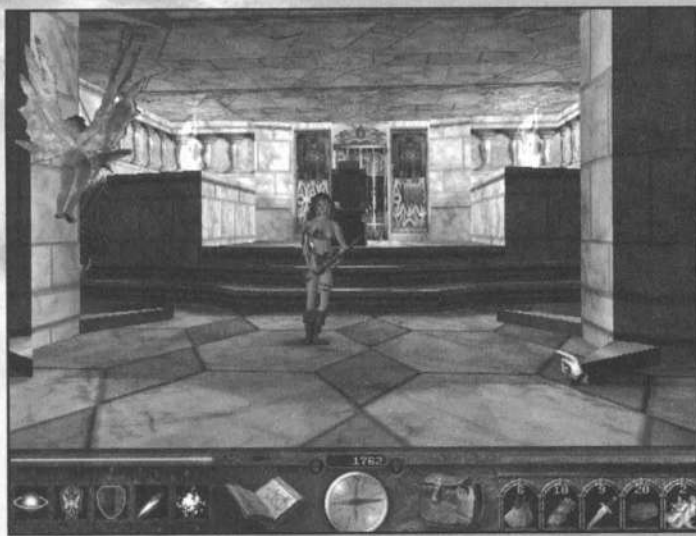


Fig. 8-36. You've killed the Starks and destroyed their nests. Now Jacinda waits in her Throne Room to give you your "reward."

Jacinda will tempt you with an offer to be a slave to the barbarian women. If you choose to take it, you will walk down the hallway behind her and see the alternate ending. If you do not take her up on the offer, she will engage you in battle.

She's filled with contempt, despite all your labors. Worse, her sword is made from the shard you seek! Go ahead and let Jacinda have it with everything in your arsenal. Her death reveals several items worth getting, besides the mirror shard. The strangely shaped key opens the small treasury behind her throne, and the money there should make your next visit to the shops in Upper Gladstone well worthwhile.

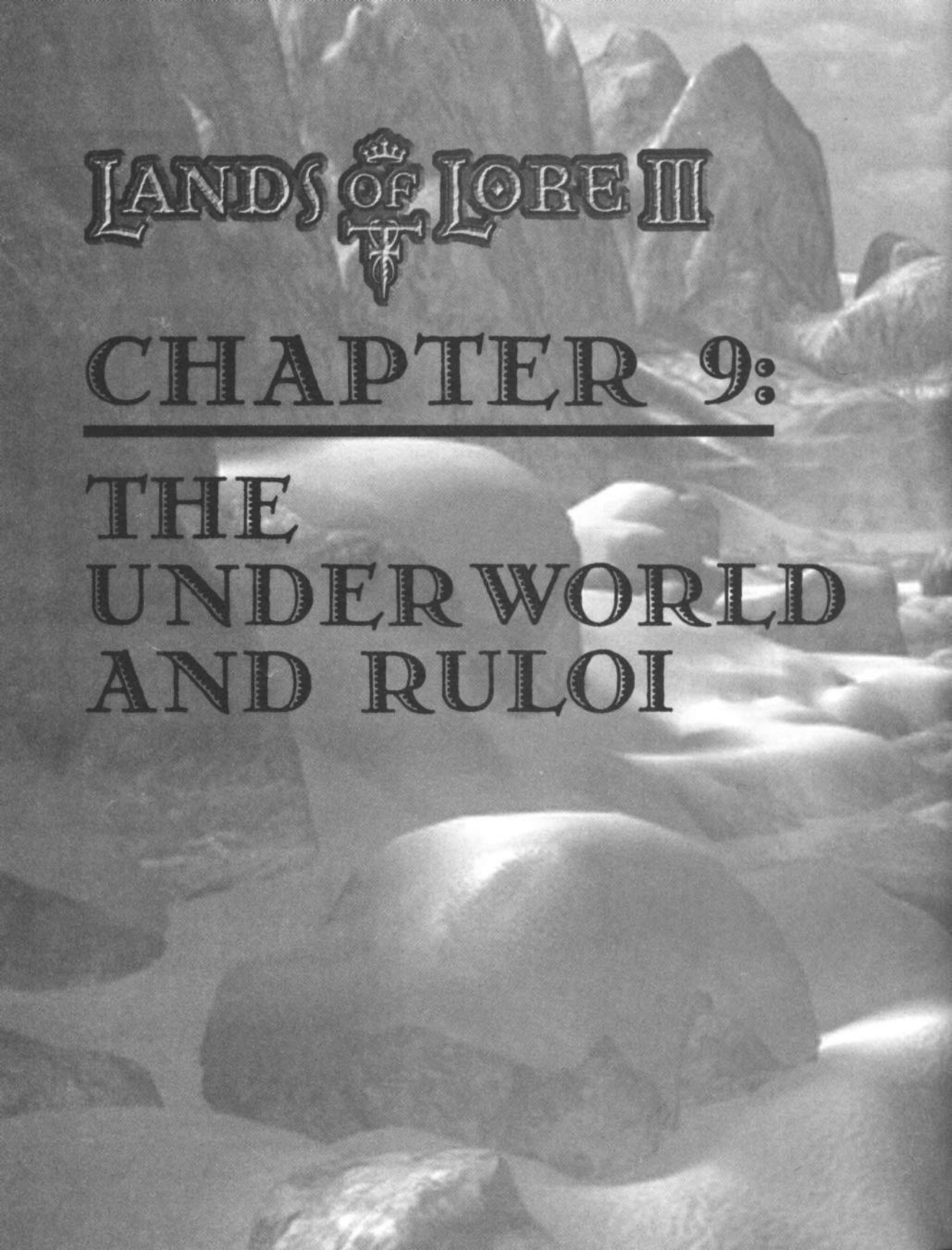
Jacinda also dropped the hilt to her sword. When you return to the Draracle's cave, you can use the Silver Fang hilt to create a unique and powerful weapon.

Gather up everything you can, grab the shard, and head back home—to discover that, in your absence, everything has changed.

this area for treasure and return to the ground floor. Then go back to the entrance to the White Tower. There you must brave the rotating beams again. Given the rooms laden with money and goods you opened with the four gems, however, it should be less disagreeable this time through. Move toward the barracks area, and then go all the way to the right side, into Jacinda's Throne Room.

If, during your adventures in the White Tower, you have killed all of the Starks and have not attacked any of the barbarian women, you can find an alternative ending to the game.





LANDS OF LORE III

CHAPTER 9:

THE UNDERWORLD AND RULOI

Initial Steps

Back in Gladstone, things are different. First, you've acquired your advanced skills, which should make future explorations a little easier. Second, the physical world is changing. Your automap is gone, because the Gladstone Woods are no longer the familiar place you know and love. Leave the Draracle's cave area and move toward Upper Gladstone. If you wander past the portal to the Frozen Wastes, you'll notice ice forming in the area; Starks are coming through the portal, as well. Worse, lava flows near the portal to The Volcanic Caves, which makes reaching the city a potentially deadly endeavor. The Fire Beetles and Lesser Fire Drakes coming through only add to the problem. Several small alcoves in the woods are infested with Giant Spiders—powerful opponents.

The creatures have invaded Lower Gladstone, and it stands in ruins. Bodies litter the streets. Bandits aren't the only enemies you face here now. In fact, parts of town are blocked off and can only be reached via Upper Gladstone.

Fight your way through to Upper Gladstone. The path may be risky, but you have things left to do there. You should have a considerable amount of money, thanks to the Frozen Wastes treasury. So you may wish to acquire some worthwhile items and spells. And because you've conquered two portal worlds, each guild you've joined will give you your second quest.

Now you have a choice to make. Two new portals have opened in Gladstone Woods. One leads to the Underworld and the other to the homeworld of the Ruloi. You can pass through them in either order. Physically, the Underworld is smaller, and the creatures there, although powerful and equipped with many resistances, are easier to slay than some in Ruloi.



Fig. 9-1. The energies the portals unleashed are corrupting the areas around them. As you make your way, you're in danger from both creatures and terrain.



The Underworld

You'll locate the portal to the Underworld near Lower Gladstone. In fact, if you've located the Geldenberry Orchard already, you know how to get there. It lies just right of the orchard; the lands around it reflect its dismal nature. If you've joined the Bacchanal, you'll encounter Dash here; he, too, is contemplating going through. When you're ready, jump into the portal. A cinematic shows the haunted house you'll visit.

You're now in the house's entryway. The door behind you leads to the portal back to Gladstone. Three doors stand before you—right, left, and straight ahead. As you enter the room, a ghostly butler welcomes you to oblivion. Press on, however, for the third shard is here.

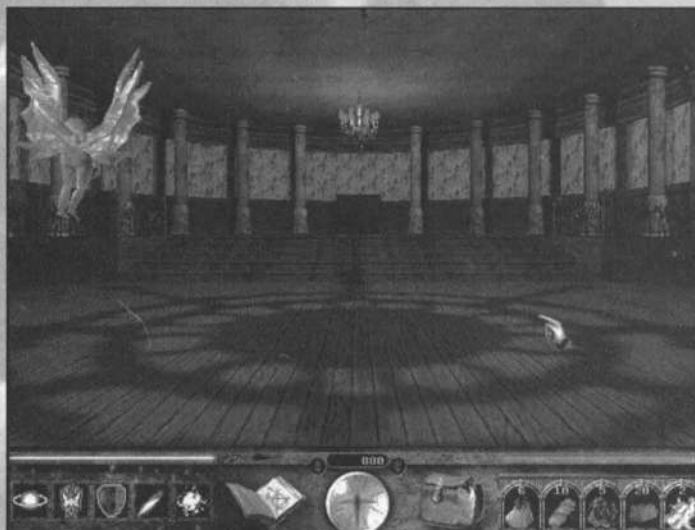


Fig. 9-2. It looks peaceful enough, but the Underworld can be deadly. This small world doesn't involve a lot of walking, but within it you must accomplish many things.

The Garden, the Kitchen, and the Basement

Each door off the foyer leads to a distinct part of the house. The door on the right opens to the dining room and the kitchen. The door ahead leads to the ballroom and upstairs bedrooms. Although you'll need to visit those places, you should start your investigation with the left door to the study and gardens. Open the door and enter the hallway. You glimpse a Fallen One at the far end of the hall. Kill it and walk in.

Again, you confront three doors—one straight ahead, and one on the right and left. Choose the left door. The new enemy you meet in this room—a Shade—must be destroyed using magic. Silverleaf, growing in the pot on the table, makes it all worthwhile. Get it and leave the way you entered. (The other door leads to the hall in front of the garden. You'll go there eventually, but you have some business to take care of first.)

Return to the hall and open the door directly across from you. It leads into the study, guarded by a few more Shades. There are many things to investigate there. Check out all the bookcases to pick up a number of useful items, including a pair of spells. In the rear-right corner as you enter, a secret door leads to more bookcases and another spell.

When you finish investigating the secret area, leave and go through the door on the right. This leads to the hall outside the garden. Explore and take the sheet music from the bookshelf. It will be placed in your Essential Items. When you have it, open the trellis doors and enter the garden.



Fig. 9-4. The gardener is diligent, despite his handicap.

To get out, you first must reunite the gardener with his head. You'll find the head near the back of the garden, to the right in a small alcove. After you find it, you must track down the gardener wandering through the hedges. Put his head in place, and he'll clear the brush away from the entrance so you can leave.

Return to the room where you first entered the Underworld. A few protective Shades have appeared. Kill them if you wish, or simply avoid them, running across the room to the door on the other side. Open it and run in.



Fig. 9-3. If you look long enough, the statue in the study changes to this gruesome form.

Harbingers defend this area—nasty, flying, undead creatures that inflict a Greater Poison if you have no protection from it. Check the fountain for money, and check out the gardener, who's walking around minus his head. Also look behind you toward where you came in: brambles, thorns, and vines cover the entrance, and there seems to be no way out.



Fig. 9-5. With his head restored, the gardener cuts you an exit.



In this corridor, the door on the right opens on another Fallen One and some more silverleaf. The door ahead leads to the dining room, which has only a few nasty Harbingers. Your real goal here lies left, to the kitchen.

The kitchen itself is empty; it's the three doors there that are important. The right-most door opens into the dining room. If you've already checked out that area, you can skip this one. The left door leads to a small pantry that contains a few good rations and several bags of rotted meat.

The center door leads to the basement, where you must retrieve an item you need to finish your mission. Go down the stairs and fight your way past the Skeletal Rats; they're aggressive, but not difficult to kill. From the stairs, bear slightly to the right and walk through the basement to the rear. Amidst the Skeletal Rats, you'll find a hole in the floor. Drop through to land on a wooden plank in a room below.

Look around. The shelves here are worth investigating. You'll find bottles of wine, but, unlike earlier bottles, these can be picked up. Take at least one with you. Wine in hand, open the door and head down the corridor. Climb the ladder at the end; at the top, jump to the ledge. Leap across the gap and slip down the hole there back to the basement. Ascend the stairs to the kitchen and return to the room you started the level in.

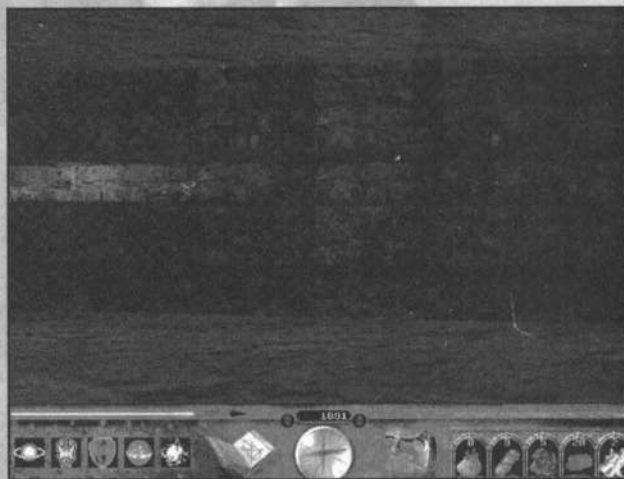


Fig. 9-6. These basement shelves hold the wine you'll need to enter the attic.

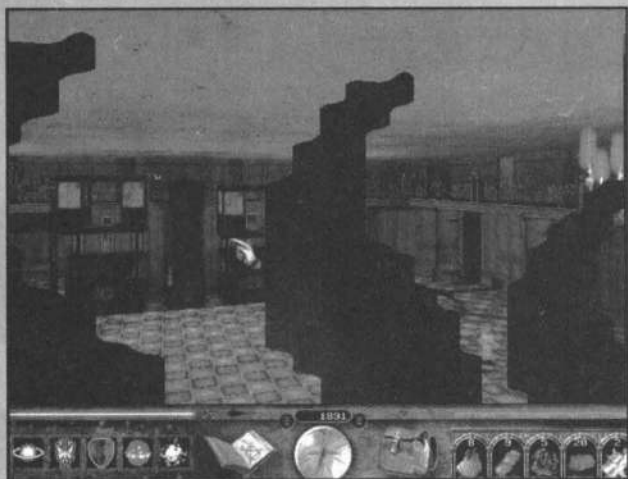


Fig. 9-7. This bird's-eye view of the ballroom shows the grandfather clock and the elevators to the second floor.

The Fire and the Ghost of Eric

You'll encounter a few more Shades in this room. Kill them and head to the large room opposite where you entered the level. It opens to a small sitting room with some double doors on the other side. Beyond the doors lies the ballroom, where you'll spend much of your remaining time in the Underworld.

You notice several things as you enter. A pair of ghostly figures seem to be waiting to dance. Ahead is a huge grandfather clock that has wound down. On either side of the

clock is an elevator. Ride one of them to the second floor and step off. The ghostly butler greets you again.

Walk to the rear-left corner of the second floor and start your investigation. The first door reveals a couple of Shades and an empty glass jar. Like the sheet music and the gardener's head, this item will be placed with your Essential Items. The next room holds a Fallen One and more silverleaf. The Soft Leather Armor in the wardrobe there is worth taking a look at; it will be useful in the Ruloi world. The corner room holds another empty jar. Ignore it; you have the one you need already. Behind the fourth door you'll find another Shade and a new item called Vortex Foil.

The next two doors are locked, and no amount of Thief skill will open them. The last door requires your attention. Head in, take the Lifestones from the shelf, and open the wardrobe to reveal a spectral figure—Gabrielle, Maiden of Flame. She and her sisters were killed in a fire that blazed through this house many years ago. They've been cursed to relive that awful night again and again ever since. Only you can prevent the blaze and break the chain that binds them to this plane.

When Gabrielle stops talking, you have only moments to prevent the fire. Run down the corridor out of the room and turn left. Open the second door on the right to find an oil lamp swinging from the ceiling. Use the empty jar on the lamp to prevent the fire: it was the breaking of this lamp that starts the blaze. After you prevent the fire, you'll teleport back to the wardrobe. In gratitude, Gabrielle and her sisters bestow the Death Stroke Shield.



Fig. 9-8. Listen to Gabrielle's story and break the deadly chain of fire that traps her here.



TIP

If you don't reach the lamp before it breaks, don't worry. You'll die in the fire, but the curse is such that you resurrect instantly near the wardrobe, ready to try again. This happens until you finally break the fiery chain.

With this shield in your possession, take a few moments to explore the area. Head back to the rooms and take the first door on the left, opposite where you stopped the fire. The bookcases there hold the Spectral Phantoms spell. Then return to the hallway and follow it all the way to the end. Take the clock key from the table and explore the bookshelves for two more spells. When you're done, return to the room where you changed the lamp oil

and smash the window. Jump to the ledge and drop to the ground outside.

Welcome to the graveyard. Blood aloe plants grow here, and getting some will be worthwhile. As you explore, notice the bloody footprints heading toward one corner. Follow them to discover a trapdoor with a few shadowy figures moving below. Periodically, this trapdoor opens for a second. If you're standing on it when it irises open, you'll fall to the basement below, where a horde of Zombies confronts you. Fortunately, Zombies aren't particularly stalwart, and you should have little trouble defeating them.

After defeating the Zombies, head down the corridor. The ghost of Eric, Copper's father, visits you as you



Fig. 9-9. The ghost of Eric provides information to help you defeat the Scythe Demon. He also assures you that you're his son, despite Jeron's rumors.

proceed. He tells you his soul and the souls of many others are trapped in the attic. In addition to finding the shard, you must free the souls there. Continue through the corridor and click on the stone at the end. It slides away, returning you to the basement near the kitchen stairs. Head up and return to the ballroom.

The Scythe Demon

Back in the ballroom, approach the clock and wind it carefully with the key from the burning rooms. It starts working again, and bizarre sounds emanate from behind it. Walk around the clock until you're alerted that something has happened (you'll get a flash on your Journal). You'll see an organist banging away haphazardly on an old organ. If you attempt to give him the sheet music, he won't acknowledge you. The many empty wine bottles here should clue you in to his real preoccupation, however. Give him a bottle of wine, and *then* hand him the music. He'll start to play, which gets the two ghostly ballroom dancers moving.

Wait for a few moments. As the dancers spin and whirl, they travel all over the ballroom, eventually passing through the wall behind the organist. This opens the upward

pathway. Ascend the stairs and talk again to the ghostly butler, who tells you the master of the house is waiting for you in the attic. Go to the top of the stairs and enter the room. Although there is no door here when you approach, once you enter, the path behind you closes off.

Black draperies fill the attic. Because the Scythe Demon who resides here looks much like a black drapery himself, finding him is difficult—but you don't want to discover him immediately, anyway. First, run to the back of the room and find the soul clock. Again, wind it with the key you found, and keep winding it until it breaks. This destroys the clock, freeing the trapped souls, and allows day to break outside the house.



Fig. 9-10. The butler will tries to scare you into thinking you can't defeat the Scythe Demon. Fortunately, you don't scare easily.



Fig. 9-11. Don't let the Scythe Demon's imposing figure frighten you. With the soul clock destroyed, he shouldn't be difficult to eliminate.

Upper and Lower Gladstone will shut down for good. Because of this, you may need to make several trips into and out of this portal to finish your final quests. In any case, eventually you must shut down this portal for good. You'll face many difficult enemies and must cover a lot of territory, but your goals there are fairly straightforward.

Proceed now to kill the Scythe Demon. Direct attacks work best, and having magical protection is a good thing. When the Demon dies, click on the shard to return to Gladstone.

Jakel is more upset with you than ever, but your task is nearly complete. Head out of the caves by the original path and return to Upper Gladstone to check in with your guilds, particularly if you just managed to finish a couple of quests. When you're ready, return to Gladstone Woods and take on the fourth portal—the Ruloi homeworld.

On to Ruloi

Closing the next portal is a significant event. With four portals closed, all of



From Upper Gladstone, head back toward the portal to The Volcanic Caves, but pass it by. Beyond it, take the first path left and cross the river. Take the next path to the right over the river, and then take a very quick left to the portal. If you've joined the Talamari, you'll encounter Rhynn there. He tells you the creatures beyond the portal are strange, indeed. They fly, but have no wings, and when killed, regenerate. Rhynn recommends destroying their regeneration chambers to prevent the Ruloi you kill from coming back to harass you again. When you're ready, go through. You'll view a cinematic of your approach to the Ruloi planet.



Fig. 9-12. Rhynn (on the far right) has some ideas about what you might wish to accomplish inside this portal.



Fig. 9-13. The alien world is a harsh one, filled with horrible Ruloi and the dangerous acid pits that give them life.

The Egg Chambers

On the Ruloi world, you materialize outside on an open platform. You can pick up mushroom rot and kill off a few Scavengers, whose eyes are moderately useful as a weapon. Walk around the area and enter the tunnel. Follow it up the steep ramp to the next open area.

Kill the Scavengers there, and then drop through the hole in the ground to the next tunnel. Follow it to a four-way intersection. The path ahead leads back to where you entered the Ruloi world: this is handy if you must return to Gladstone before you finish this portal. For now, head into the left tunnel. The ledge is too high to reach, so just jump from the tunnel you're

standing in. In the new tunnel, head down to the two chambers at the end.

Destroy the two Ruloi eggs here. They sit in pools of acid that are troublesome, to say the least; avoid falling in unless you're resistant to it. Destroy the eggs and go back, following the left tunnel this time. When the eggs there are destroyed, return to the

four-way intersection and go straight across to the opposite tunnel (it was to the right your first time through).



TIP

Wearing the Soft Leather Armor you found in the Underworld will protect you from the effects of the acid.

Walk through the tunnel to an open area. The large pillars are defensive structures set up by the Ruloi to protect their eggs. Avoid them; getting close causes them to attack with deadly Plasma Walls. Destroy the pillars and all the eggs in this area; then drop into the acid and run down the river to the next island. Again, fight the pillars and destroy the eggs. You might also want to destroy a couple of the white, coral-like growths on the ground to get rainbow sulfite. The large, circular impressions on the walls contain dream-shards, another pharmacopoeia item, and one that will be useful later in the level.

One more time through the acid river to the next platform. Again, destroy the pillars and the eggs. Don't worry about the two doors in this room just now. Instead, go through the acid river to the final egg-and-pillar room. Kill them all, and go through the door there into the main Ruloi area.

From here on, eggs are no longer a problem: you'll be under constant assault by the Ruloi themselves.

The Regeneration Chambers

If you encounter any Ruloi Drones, kill them, and then go through either of two passages to the right of the entrance (they lead to the same place). The doorway in this room is one you passed up earlier when you were destroying Ruloi eggs. Check for enemies, and when the coast is clear, head down the next passage—again, both lead to the same place. The next room is a huge version of previous two. Check around, and go through the short passage to the right of the one you entered from. This smaller circular room contains the third door back to the egg chambers.



Fig. 9-14. Your Poison Shield spell will be a big help in preventing the debilitating effects of walking through the acid pools.



Return to the big room. There's a large exit, and, to the left, a narrow corridor to one of the 10 Ruloi regeneration chambers. A Ruloi Warrior and two pillars defend it. Destroy them, and then approach the regenerator and smash it. Exit and go through the large passage you haven't used yet. Don't walk down the middle of this tunnel: plasma bolts fire from one wall to the other. Walk down the right side.

At the end, turn right into a similar, smaller tunnel. This one has a pair of alcoves on the sides, each with a pillar. Destroy them and walk through to the other side. Again, go down the right side, and turn right at the end into an identical hallway, also with two pillars. Yet again, go down the right side. At the end lies the second regeneration chamber,

guarded as the first one was. Smash it with a smile, because each chamber you destroy weakens the Ruloi.

Exit and cross the hallway. Walk to the right side and into the large oval room. Explore. There's a large central island with an opening that holds two more deadly pillars. This room leads to another regeneration chamber, but you can't enter it yet unless you've found the Ruloi hand—unlikely. Instead, remember its location and go back to the corridor. Head to the right down the next hallway to encounter another pair of defensive pillars. Stick to the right to find a third regeneration chamber at the far end.

Walk across the path and down the right side again to discover Sioned imprisoned in a cell. If you've received the third



Fig. 9-15. The defensive pillars in the regeneration chambers are much closer, and hence far more dangerous.

quest from the Talamari, you must free Sioned to complete it. Although she's trapped and unable to use her magic, she can tell you that the cell door opens by means of a magical stone. Fortunately, you possess one such stone already (or you should, anyway). On the left wall as you face the cell, notice the dreamshard-shaped impression. Placing a shard there opens the cell, freeing Sioned.

From her cell, head out and to the right down the next tunnel. Cross to the left side of the corridor and go straight through. Cross the next tunnel, and then make a sharp right followed by a sharp left. The defensive pillars in this hallway are worth destroying, as well. Cross to the other side and go to the left. Take the next tunnel to the right to find the fourth regeneration chamber.

After dealing with this chamber, return and go right. Destroy the pillars in the next hallway you come to and cross to the left side. Go left at the next junction. Destroy the pillars and go all the way down the left side to the fifth chamber. Destroying it puts you halfway through this particular ordeal.

Go back out and cross to the other side of the sloped corridor. Walk left to another large oval room. Like the first one, the central area contains a regeneration chamber. You can only destroy it once you have the Ruloi hand.

Leave this oval room and go left, and left again at the next junction. Destroy the pillars and cross to the other side. Go left at the end, and then right at the end. Make a quick left and cross the tunnel. Turn left to reach another chamber, your sixth. Destroy it.

Exit and follow the corridor ahead to another prison cell, this time with a Barbarian Warrior from the White Tower. She'll attack if you free her with a dream-shard, so you can either free her and cut

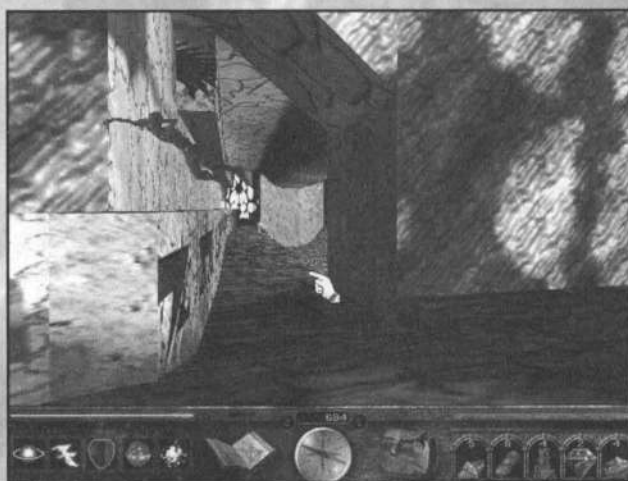


Fig. 9-16. Many of the broad corridors hold a pair of defensive pillars you must destroy. Others, such as this one, are unguarded.

her down, or let her rot. From there, walk back down the corridor and go left. Take another left at the first junction.

This corridor ends at a wall with a huge symbol on it. Walk around either side to a large room with a huge platform in the center. Kill the Ruloi Warrior here, and then jump across to the large platform with two oblong forms. Touch them, and platforms rise from under the floor, both filled with useful items. The closer one holds silverleaf, hound's hearts, and amber; the other holds aloe and mushroom rot.

Near the second obelisk, drop off the southeast side into the acid and run through the tunnel. Take the first left into a larger, broader acid tunnel. You'll find a small alcove with a dead warrior and some

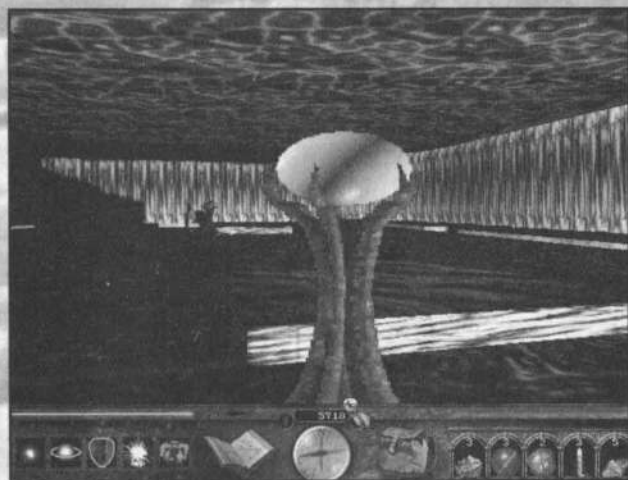


Fig. 9-17. These ovate devices respond with a touch to reveal caches of items collected by the Ruloi.

rotted meat—not much of value, but interesting. Take the first left from this large corridor into a room similar to the one with the platform and obelisks. Enter, go left around the central platform, and ascend the ramp. Again, touch the obelisks. The closer one holds blood aloe and brook flounder. The other holds ironwood sap, Vel's Fruit and Lorestones. Near the second obelisk, jump to the ledge and explore to the right to find another regeneration chamber. Destroy it and jump back to the platform with the obelisks.

Now drop back into the acid left of the obelisk with the brook flounder. Run through the tunnel all the way past the large acid corridor to the other side until you reach a third identical room. Enter to the right and ascend to the platform. Kill the Ruloi Warrior

guarding the area and investigate the obelisks. The closer vault holds gorgonite nodules; the other has magnesium stone, shimmerfoil, and Dragon's Blood.

Drop into the acid near the gorgonite nodules and run back down the acid corridor to the large central acid hall. Go left and take the next left you find—to yet a fourth room containing a large central platform with item vaults. Again, kill the Ruloi Warrior. The closer vault holds mandrake root and tar crystals; the other holds sandcrust. Near the sandcrust vault, jump to the ledge around the room and investigate to the right to find the eighth regeneration chamber. Destroy it without thinking twice.

By now you should have the Ruloi hand. Otherwise, keep fighting Ruloi Warriors until one of them drops it. Return to the oval rooms you investigated earlier. The Ruloi hand enables you to enter their inner chambers and destroy the ninth and tenth regeneration chambers. Using the hand in either room opens a floor panel that teleports you to the Collective, so use care as you leave the ninth regeneration chamber. After you destroy the last chamber, drop into the portal in the oblong room to the last area in Ruloi.

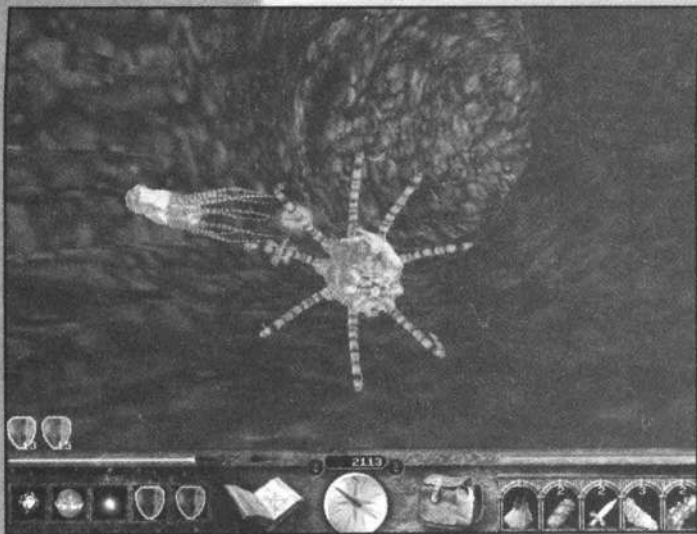


Fig. 9-18. The Collective's defensive pods are dangerous, especially in great numbers. You must hack through them to approach the Collective.

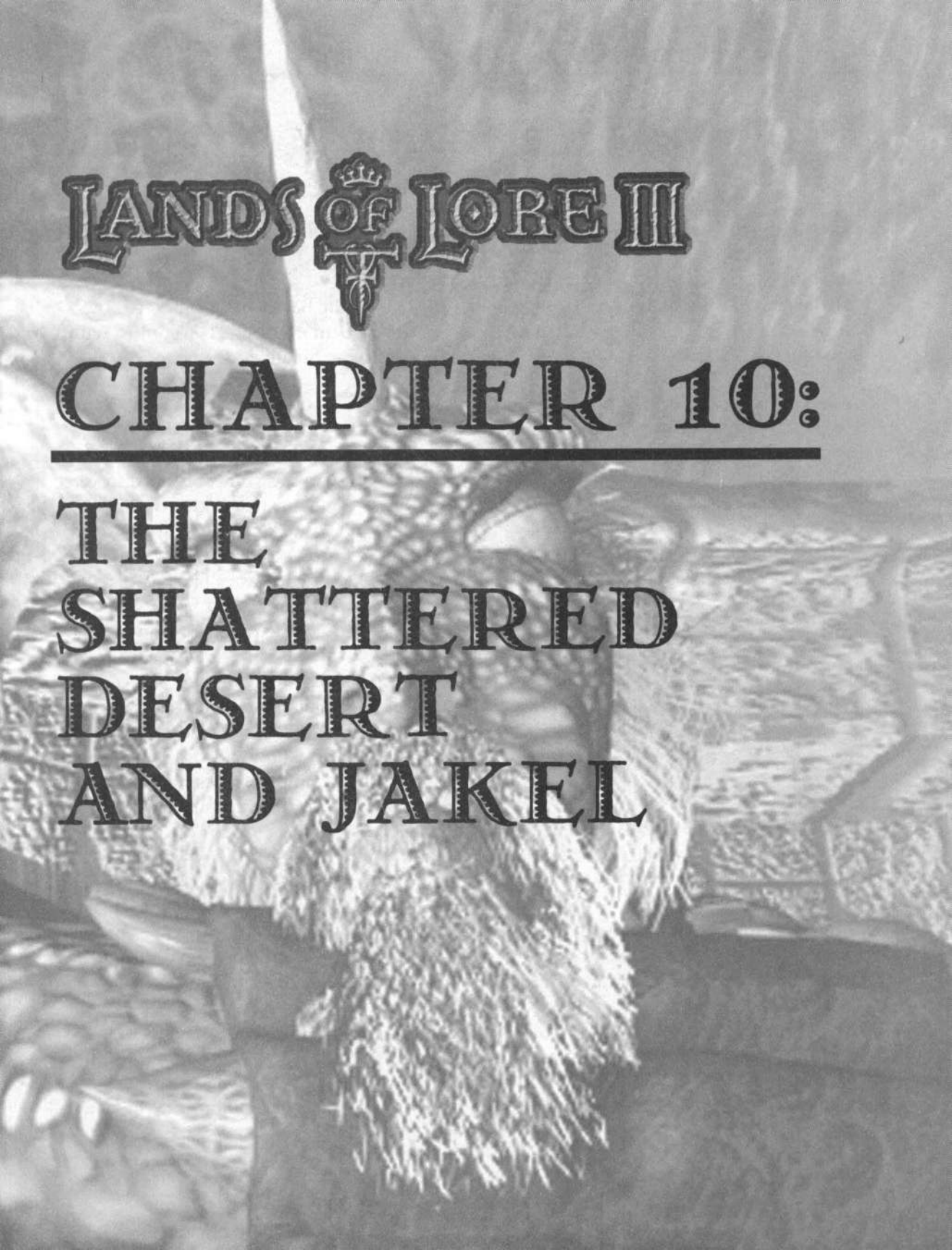
The Collective

With their regeneration chambers gone and their eggs destroyed, the Ruloi have activated their ultimate defense mechanism. The area's remaining Ruloi have joined to form one massive being—the Ruloi Collective. Its sole defense is the flying pods it ejects. They're powerful, but easy to eliminate using a good missile weapon or spell.

From the entrance, walk down the tunnel, battling the Collective's pods. The Collective sits at the foot of a staircase in the center. It's fairly resistant to magic, so the best method for destroying it is to drop into the acid nearby and hack away with your best melee weapon. When the Collective

expires, it drops the fourth shard. Click on it immediately and rocket back to Gladstone.

On your return, you discover Jakel caused the destruction of the Shining Path, and he possesses the Seal you'll need to make the final repairs to the mirror. Return to Gladstone Woods along your original path through the caves. This time, however, you must battle Jakel's hordes of Skeletal Guardians.



LANDS OF LORE III

CHAPTER 10:

THE SHATTERED DESERT AND JAKEL

The Further Destruction of Gladstone

Again, your automap for Gladstone Woods is gone. You must make your way back to Upper Gladstone past many portal creatures. There, you discover there's no way to enter your Guild halls! A dead Finch brother lies in front of the Cleric's Guild. Rhynn, his wings torn off, lies before the Talamari guild hall. Celerian, in front of the Iron Ring, has a spear through him, and is just barely alive.

The sewers have been overrun with evil creatures, and the Bacchanal is blocked. Lower Gladstone is in worse condition than ever, and creatures roam every street. You must return to Gladstone Woods and find the fifth portal, the one to the Shattered Desert.

Entering the Shattered Desert



Fig. 10-1. The final portal opens to the Shattered Desert, a world of mutants and radiation.

Gladstone Woods are in bad shape, as you probably discovered on your trek back from the Draracle's cave. Creatures from The Volcanic Caves and the Frozen Wastes block your path, and Giant Spiders have descended in force from the trees. Worse, undead creatures from the Underworld creep around, and Ruloi drift among the tree limbs. You must close the last portal before Gladstone is completely destroyed.

To reach this portal from Upper Gladstone, head back toward the Draracle's lair. Instead of going to the caves, turn left and follow the path

ahead over the river. Go right at the next intersection, and left at the one after that. Pass two alcoves on the left and take the next right to the final portal. To enter the portal, walk in and head left. Near the opening to the Lamplight nests, descend the ramp and go to the water.

Jump to the ledge to your left. Follow it ahead and to the left and up the stairs to the topmost level. There, walk to the right and back, skirting the crevice. Cross the bridge there to the portal. Walk in. You'll view a disturbing cinematic of the nuclear destruction that created the Shattered Desert, and created the Mutant Humans and Picadons that inhabit it.

Approaching the NOD Base

There's really only one path you can follow initially. Unless you choose to run back through the portal, you can only follow the broad canyon ahead of you. The odd purple devices lining the canyon edges contain hot beads. These are useful in your pharmacopoeia. As you walk forward, Picadons and Mutant Humans attack; the touch of either inflicts radiation poisoning. Use your Poison Shield and keep using it to stay protected. At the ramp, descend into the tunnels.

The tunnel opens up and becomes a bridge over another desert area. Drop off the left side and walk forward toward the high ledge on the left; then climb the vines dangling over the platform. Smash the small device at the far end of the platform. When you investigate, you discover a whopping 100,000 Silver Crowns!

Drop to the ground carefully and return to the bridge. Climb the vine on the far side and proceed through the next tunnel. Cross the next bridge you come to and go through the next tunnel. This opens onto a large platform with a diamond-shaped hole in the middle. Walk to the right of the hole and look right. Along the canyon wall, a distant ledge holds an electrical panel. Jump across the gap enter this chamber.

It leads to yet another tunnel, which leads to yet another platform above the desert floor. Again, drop off the left side of this platform and walk left through the canyon to the large platform. Climb the vines and jump up to the narrow path.

This narrow canyon has no diverging paths. Keep moving forward, battling the Picadons that appear, until the path dead-ends in a small room with a ladder on the back wall. Climb to a higher plateau. Follow the new path, wary of Picadons. As you make your way along this winding path,

Fig. 10-3. The NOD base holds the final shard for the Shining Path. To get it, you must confront the deadly Cabal—the computer that controls the entire base.



Fig. 10-2. This electrical panel reveals the path into the base at the far end of the Shattered Desert's canyons.



you'll notice devices that look like electrical generators. Keep going, taking down Picadons, to the gigantic NOD base entrance at the end.



Veterans of COMMAND AND CONQUER will recognize many items in this base: it's all that remains of a NOD installation.

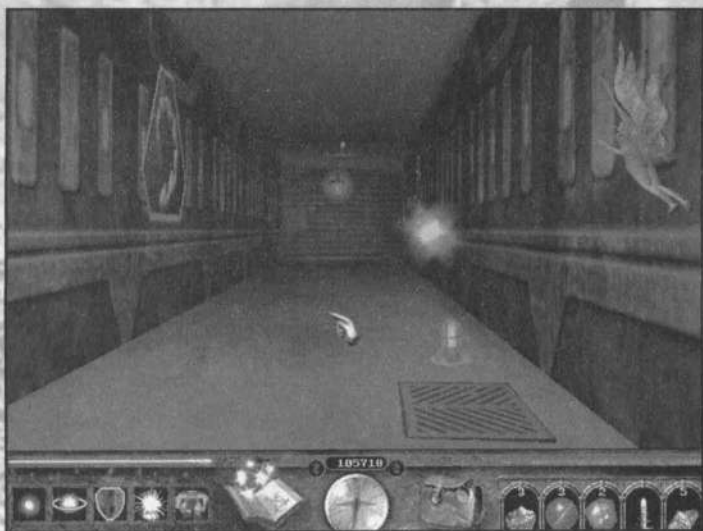
Enter the structure and look around. The normal-looking human standing there is worth talking to. It takes a little time to get the conversation started, but a device on the man's throat allows him to speak in a language you can understand.

The Last Man believes himself to be the only remaining nonmutated human in the entire desert. Although he knows little, he does know that recently this dormant base suddenly came to life, supplying him with food, water, and shelter. Did the last shard of the Shining Path awaken this place? The Last Man also mentions an "invisible person" who speaks inside the base.

Check the walls. Open the wall panel to the left and press the button inside. You'll notice no effect until you return outside. A red light has come on near a large, metal platform on the right, indicating that you've turned on a power device. Open the grating next to the platform to find another button. Press it, and the large platform slides away, revealing an elevator. Stand on it and press the button to descend deep into the base itself.

The NOD Base

At the bottom of the shaft, things start to get hairy immediately. The shard also has activated base defenses. A laser fires at you from the ceiling. Destroy it using spells or your



missile weapon and pass beneath it down the corridor and around the bend to the right. The door there irises open on a large room that contains a number of cycles in various states of disrepair. Head down the narrow corridor; it ends at a wall. Click on the wall to reveal a tiny room. Enter.

Fig. 10-4. Small and sturdy, ceiling-mounted lasers are tough to take out.

There seems to be nowhere to go until you realize the room is an airlock. When the door closes behind you, turn left and click on the wall. It opens to reveal another corridor—and another ceiling-mounted laser. This hallway leads to another room, apparently a barracks. You see lockers, pin-ups, and a dormant computer terminal.

Look to the right and check out the wall to spot a tiny ventilation grate above the lockers. This is the only other way out of the room. Getting to it will take a little work: first push a locker under the grating; then push the chair from the computer desk next to the locker. Climb to the top, crouch, and open the grate to reveal a ventilation duct with potential. Go through, open the grate at the end, and drop into the next room.

You hear the voice of Cabal (the “invisible person” the Last Man mentioned) for the first time in this large area. Walk ahead to the sparking panel on the rear wall and open it to reveal a button. Hitting it opens the door into the next corridor, but this hallway is heavily guarded by three ceiling mounted weapons; two fire powerful missiles. Destroy them and run down the corridor.

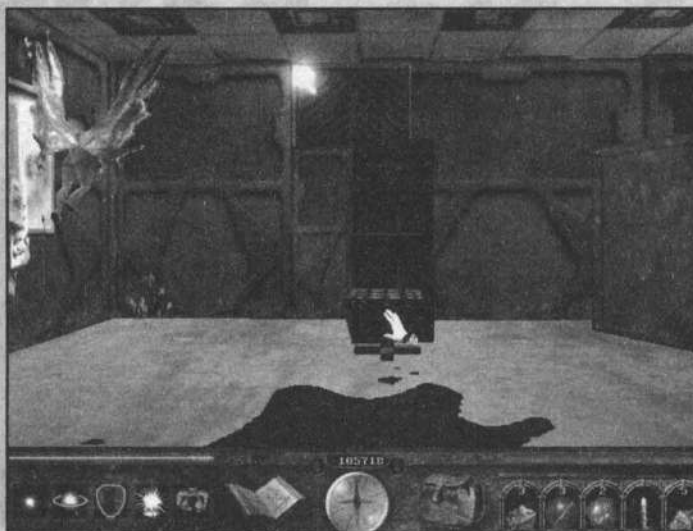


Fig. 10-5. Some ventilation ducts, like the one out of the barracks, are tough to reach.



TIP

The best way to destroy these guns is to open the door and fire at them from the safety of the room. They'll have a harder time hitting you, and, although you must open the door several times (it closes automatically), you won't be badly hurt by their attacks.



The corridor opens on a circular room with two flamethrowers and two lasers. Use the pillar in the middle of the room to shield you as you fight. The main exit here blocked, but you spot another vent to the left, near the ceiling. To reach it, shoot your missile weapon at a couple of the monitors hanging from the ceiling. Stack these under the vent and climb to the ductwork.

As you quickly discover, guns defend this segment of ducts. Drop into the first gap and turn right. Follow the duct around the corner and drop down again. Turn right again and follow the duct there to the grate at the end. Open the grate and drop into the next room.

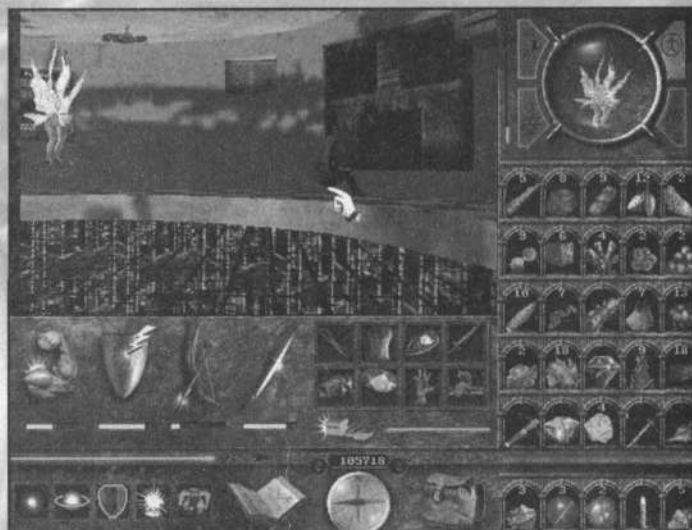


Fig. 10-6. In this area, the only way to the ventilation ducts is the “ladder” you create by stacking disabled monitors.

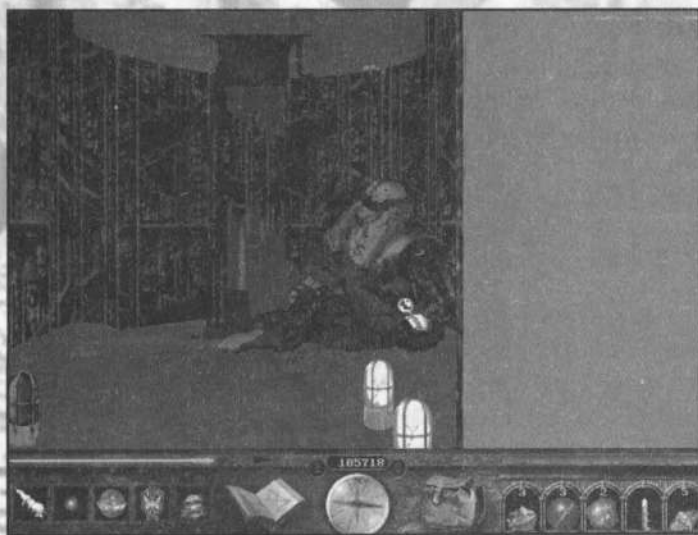


Fig. 10-7. Collecting the electric eye from this suit allows you to penetrate deeper into the base.

A number of doors lead out of this oddly shaped room, including a large one to the left of where you enter. Converse again with Cabal, who tells you it's a god, and demands a show of respect. When Cabal finishes, walk around the central island and open the second door from the right on the far wall. This small room holds a suit of armor. You can't take the suit, but you can collect the electric eye from it, and you'll need this to proceed.

Go to the large door and press the button to open it. An active and very nasty missile launcher defends this passage. Destroy it and continue into the next area—a long, broad corridor even more heavily guarded: there are two guns near the middle and three

more at the far end. After destroying them, walk to the far end, but don't go through the door there. Instead, turn left and walk toward the next door, which opens automatically.

Pass through, take a quick left, and press the wall button under the oddly shaped impression nine times or so to reveal a new missile weapon—the Boom Stick. This is the



most effective missile weapon for the base interior (effectively a large, powerful shotgun), so grab it and equip it immediately. Leave the area the way you came in and go to the door to the left. Use the electric eye you took from the armor and, after destroying the guns using your newest find, head down the hallway. There are four guns in this room—two on the low platform and two on the higher platform around the periphery.

After destroying the guns, click on one of the seven wall panels. Perhaps the “god” derives its power from these panels. Destroy them all, and the force field guarding the exit from this room disappears. Jump to the low platform and drop carefully into the hole. Walk forward and drop into the next hole. You’ll take a little damage from this fall, but you should be OK. You land in a watery corridor with only one way to go. At the far end, climb the ladder to the ledge, and the ladder there to the floor above.

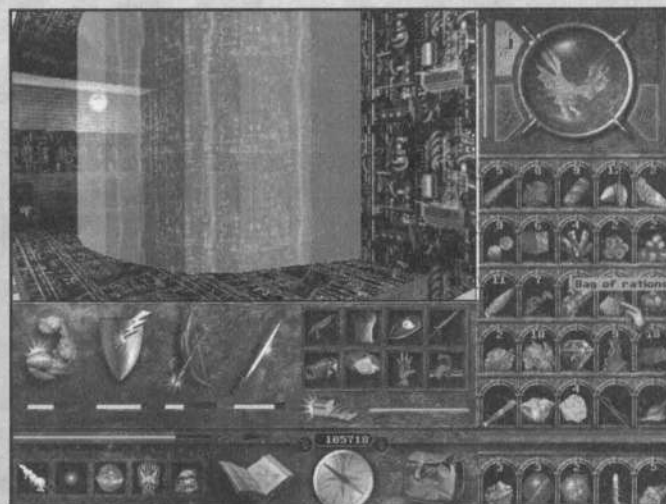


Fig. 10-8. To get through this force field, you must destroy the seven wall panels in this room.

This gets nasty quickly, because this small room holds a floor-mounted weapon in each corner. Destroy them if you wish, or simply move quickly and open the door by pressing the button next to it. The door opens on another platform at the edge of another water-filled hallway. Move in carefully and look around. Notice the sparking cables hanging

down to the water. Walking into the water here is dangerous, particularly for your Familiar, so take aim with the Boom Stick and destroy all the cables before stepping in. Go to the door at the end of the hall, open it, and enter the next room.

At first this room looks harmless, but a quick inspection of the floor reveals a number of square holes. Stepping into one of these is fatal, so walk carefully to the door at the other side of the room. Open it with the button and enter the next large room, Cabal’s home—and resting place of the fifth shard.



Fig. 10-9. This is Cabal’s stronghold. To defeat it, you must destroy another force field and eliminate the evil intelligence the shield protects.

Cabal

Walk in and go around the central island to the far side. This is a hollow structure guarded by a large blue force field. Cabal lies behind it. The evil intelligence speaks to you, demanding you fall to your knees in respect. When you refuse, Cabal activates its defense systems. Wall panels with three guns each drop all around the room. The four small pillars open to reveal strange devices. These control Cabal's force field: you must destroy them. Start shooting, taking out the guns only when they prevent you from firing at the shields.

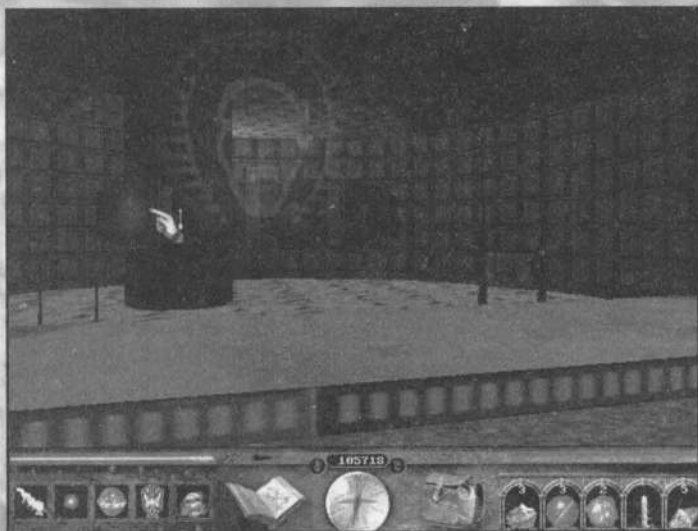


Fig. 10-10. Shoot each of the four panels six times to eliminate Cabal—at least in this incarnation.

When the shields are down, return to where you saw Cabal; the blue screen is off. Now start destroying Cabal itself. In the alcove's central area, you'll see four red disks. Shoot them. It takes six shots with your Boom Stick to destroy each. The resulting explosions shake the entire base. Destroying all four eliminates Cabal, and causes the last shard to appear on the floor. Click on it to complete your quest at last.

But is it really complete? You return to Gladstone as you did with the first four shards, but at the end of your journey, Jakel awaits you. As the shard continues its path to the end, Jakel casts a spell that rockets you back into the NOD base! When you

Escape!

arrive, Cabal has revived: it will destroy the base in 15 minutes! You must retrace your path to the interior of the base and get out before everything blows up!

This exit is easier than the first: you already know most of the path out and have destroyed most of the defending guns. Run to the door that leads to Cabal and press the floor button to open it. Run back through the watery corridor, extremely careful of the pits in the first area. Take a little time here; 15 minutes is plenty of time to get out, and haste will only get you killed if an explosion knocks you into a pit. At the end of the watery hall, move to the round hole in the floor and drop carefully to the ledge. Drop into the next hole to return

to the deep, water-filled corridor. Run to the other side and climb the two ladders to return to the room where you destroyed the seven wall panels.

The path here differs slightly, because you can't get back to the vent through which you entered this room. Climb to the higher platform and enter the vent ahead to return to the ducts. There are a few active guns in this area. Take them out or run past; their aim is off a little due to all the quaking. Follow the duct to the next grate and open it. Shoot carefully at the four guns there, then drop to the platform.

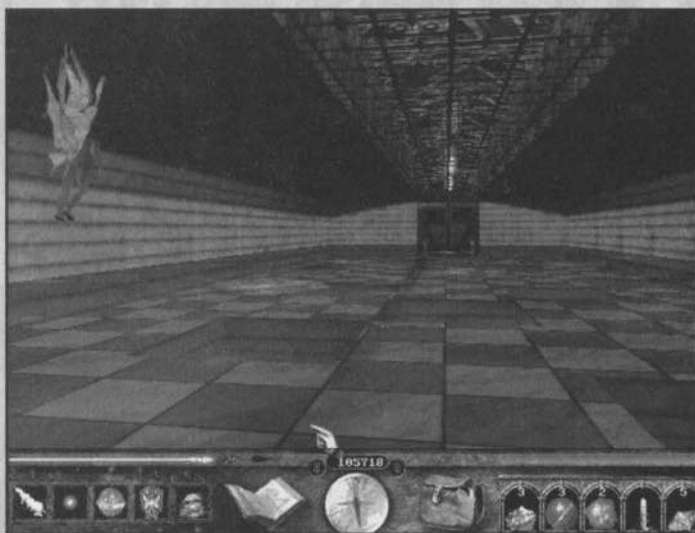


Fig. 10-11. These floor pits are more dangerous when you flee than they were when you approached. Although there's a time limit, take special care walking around them.

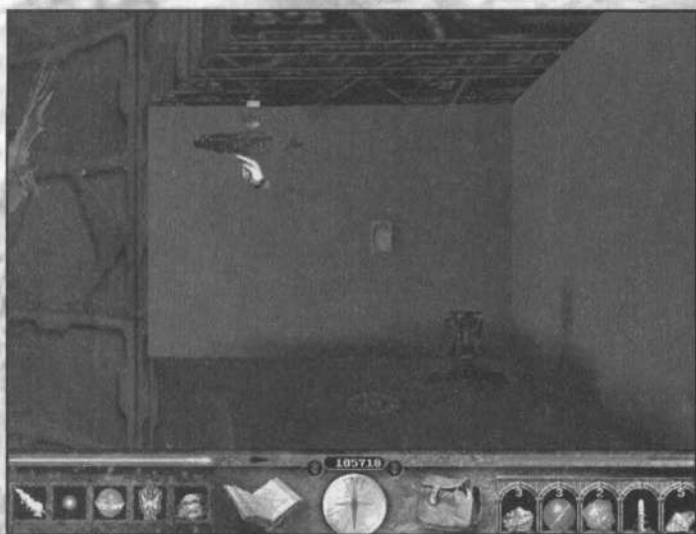


Fig. 10-12. The guns here protect this button, which you must access to reveal the pathway out.

The gap here is far too broad to jump across, but the wall button to your right activates a narrow bridge. Cross carefully, because the tremors can knock you into the abyss. On the other side, enter the ducts again and crawl around the corner. Climb the ladder on the left, turn around, jump over the gap you emerged from, and then climb the next ladder on the right. Again, crawl out, turn around, and jump over the gap you climbed out of. Open the grate and drop out.

You're back in the room where you stacked the monitors. Your path out from here is exactly the same as your path in, so head back to the elevator.





TIP

Cabal's countdown updates you from time to time. You'll be alerted at 10 minutes, five minutes, and one minute remaining. Use your automap to judge how far you are from the base entrance. If five minutes remain when you reach the monitor room, you have plenty of time to escape.

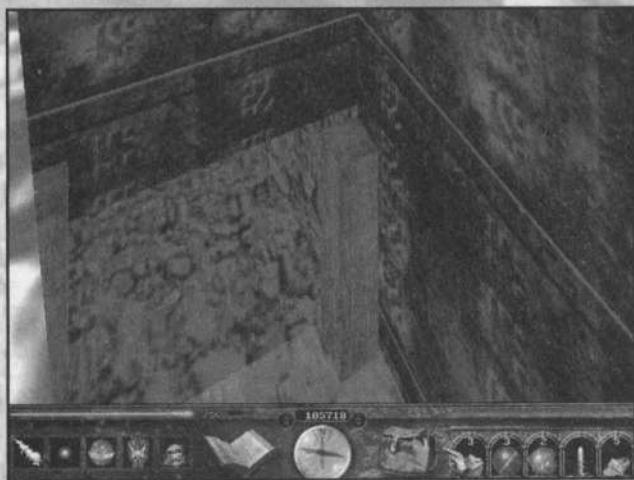


Fig. 10-13. Drop to the missing elevator's support posts to reach the ground safely.

the way to the pointed platform and climb the vine there. Pass through the tunnel on the right and again drop off the platform at the end. Walk around to the left, past the big orange pool. Go right and down the next path.

Keep your eyes to the right and climb the vine on the first bridge you come to. Go left at the top and head for home. Walk all the way through, across the bridges, until the tunnel opens up. Go up the ramp and return through the portal back to Gladstone Woods.

Fig. 10-14. Happiness is seeing the portal that returns you to Gladstone.

Stand on the elevator platform and turn around. On the floor to your right is a small panel. Press the button inside and the elevator will take you out of the base. As you leave, the base explodes, shaking everything apart.

You made it. Now you must get back to Gladstone and confront Jakel.

Return down the path toward the portal. At the square hole in the ground, stop and look down. You see four posts along the sides. If you drop into the hole, the fall will kill you. Instead, drop down carefully to the post in the front-left corner as you approach the hole. Head down the next path. Ascend the ramp to the platform at the end. Drop off the platform and walk all



The Confrontation with Jakel

Back in Gladstone, it's time to tie up loose ends. Although all five shards have been replaced, the mirror remains broken. To repair the cracks, you must touch the Seal to the Shining Path—and, as you know, Jakel possesses the Seal. It's time for a final accounting. To confront him, you must return through Gladstone Woods to the Draracle's caves and fight your way through to the Draracle's chambers.

The duplicitous Jakel meets you there. He says you've committed a grave mistake: closing the portals and repairing the Shining Path will destroy this world's link with the Ancient Magic that has kept it whole for so many years. And, in truth, his reasoning seems sound. Losing touch with the Ancient Magic isn't something you wish to be responsible for. But the Shining Path's destruction has destroyed Gladstone, as well. Given the choice of keeping the magic or keeping the world, you have only one real option. That Jakel disagrees only means you must destroy him to save your world.

The battle starts as Jakel teleports you to the bottom of a pool. You'll drown quickly if you don't do something. Don't be fooled by the ladder in front of you: it's a trap. Instead, turn around and climb the rope behind you. You emerge in a large chamber. The entrance to the pool is blocked. A phantom Jakel attacks you here, so retaliate in kind. Once you destroy the phantom, a watery gateway opens to a series of elevator platforms.

More phantom Jakels attack you in this area. The three greenish portals here are a mixed blessing: one allows you to recharge your Spell Points, another heals you, and the third will resurrect your Familiar. However, they also allow Rift Hounds to enter. You must choose either to keep the portals open so you can heal and recharge, or to close them and keep out the Rift Hounds. To close them, use the Golden Sigil.

Fig. 10-15. It's just a difference of opinion, but the fate of your world hangs in the balance.

Fig. 10-16. Should you close the portals? They offer benefits, but the Rift Hounds they let in will complicate your travels in this area.



When you destroy the additional phantom Jakels, the other gateways open. Explore the areas they reveal. You'll find machinery in one room. Activate it to bridge a chasm in another part of this area. Cross the bridge to stained-glass doors bearing the visage of the Draracle. Pass through into a huge open area. Green lightning streaks the sky. This is a place of power. Here you finally confront Jakel himself.

First, destroy the six huge Skeletal Guardians empowering Jakel at the moment. When you kill them, Jakel falls to the ground in front of you. It would be nice if Jakel were dead, but he's quite alive—and very angry.

The final battle ensues. Jakel assaults you with spell after spell as he hovers around the area; this prevents you from attacking effectively, but attack you must, for Jakel holds the Seal that will prevent Gladstone's destruction.

When Jakel's death throes end, the Seal appears. Grab it and you'll teleport immediately to the Shining Path. Touch the Seal to the Path, and the mirror will be made whole. Just as important, Copper, too, becomes whole, as his soul rejoins his body.



Fig. 10-18. The final battle with Jakel will be your hardest trial. Your fate and the fate of your world hang in the balance.

worked against you from the start, plotted and planned to discredit you, imprison you, even kill you. You know of Jeron's evil thanks to the secret area you found in the Keep. His flight from Upper Gladstone with the King's jewels is only his latest treachery.

A final accounting with Jeron appears to be in order.

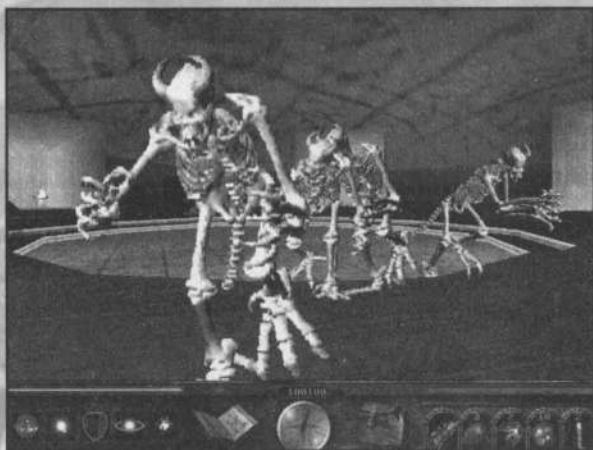
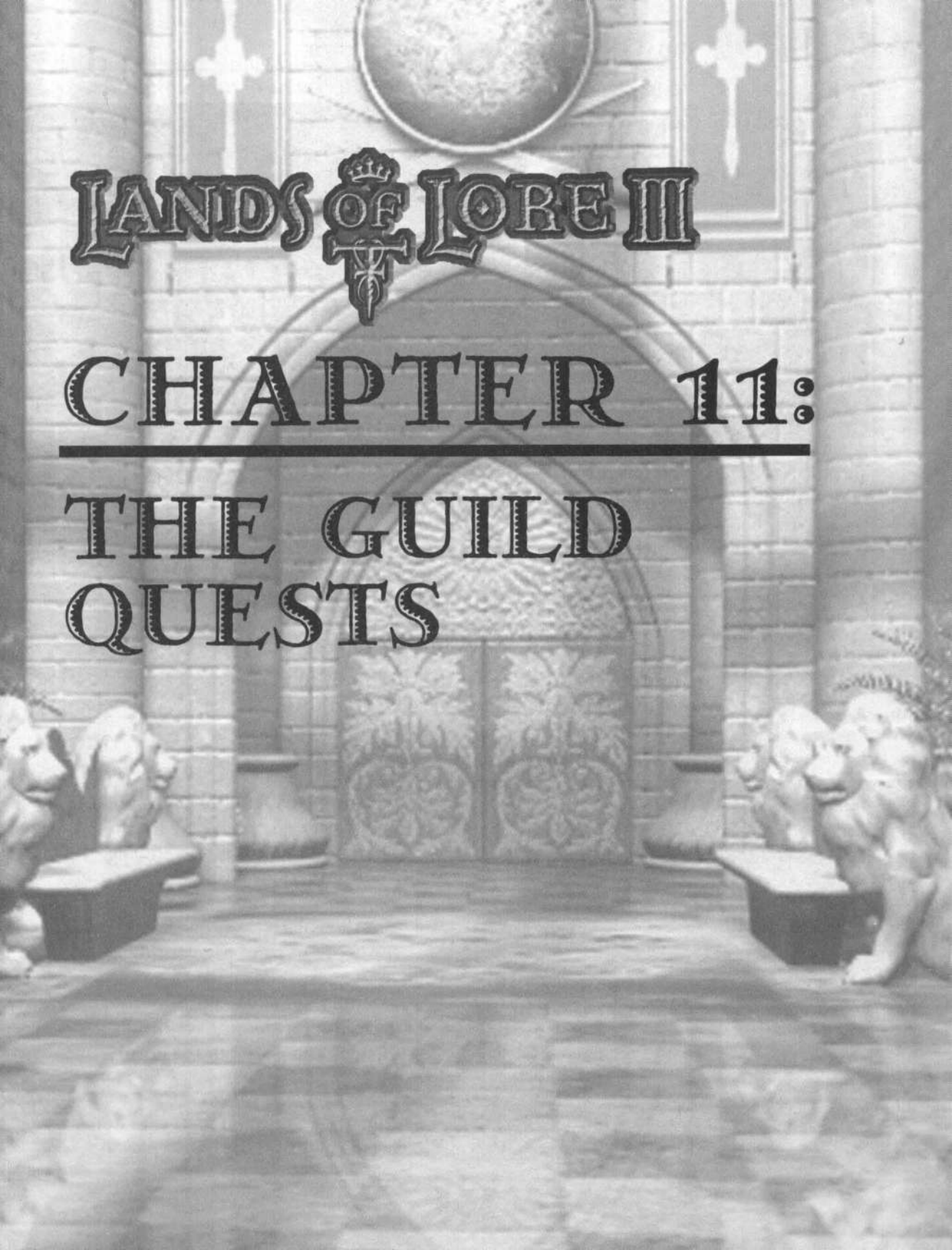


Fig. 10-17. Defeat these gigantic Skeletal Guardians to trigger your final battle with Jakel.

Unfortunately, it also means the Draracle's magics are undone—including those that keep his caves intact! You view a lengthy, fascinating cinematic: Copper flees the destruction of the Draracle's caves, and Gladstone's lands are restored. The portals are closed forever, the Shining Path is restored for good, and Gladstone can begin to heal itself.

But did Copper escape the caves' destruction? King Richard and Dawn mourn his loss. He surely could not have survived, but he did not die in vain: he has saved Gladstone.

But, as the saying goes, rumors of Copper's death have been greatly exaggerated. You find yourself outside the caves. Start back to Upper Gladstone, but take care. You hear footsteps ahead. Wait, and Jeron appears—Jeron, who has



LANDS OF LORE III

CHAPTER 11:

THE GUILD QUESTS

In the course of playing *Lands of Lore III*, you must complete three tasks for each guild you join. In many ways, the first is most important, because completing it allows you to join the guild officially. Completing the second guild task gives you your advanced guild skills and admits you into the back rooms of each guild hall. Completing your third and final task advances you one level of experience.

You're assigned your first quest when you agree to join the guild. You receive your second when you return to your guild after you find the mirror shards in The Volcanic Caves and the White Tower. Your third is assigned a few minutes after you get credit for finishing the second.

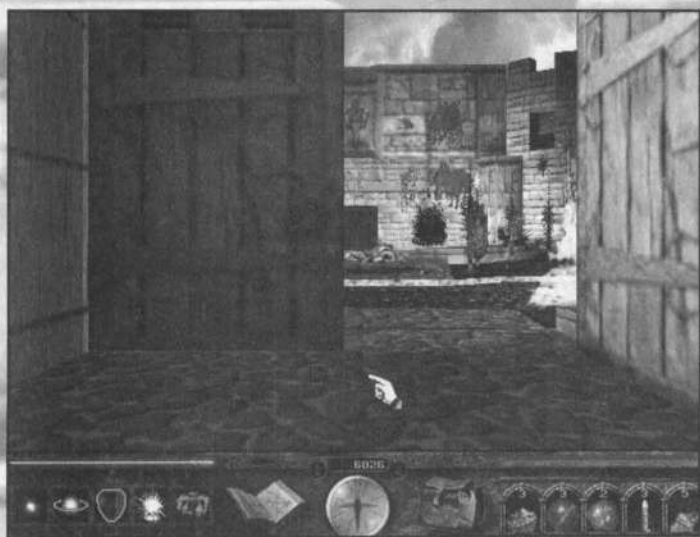


Fig. 11-1. You'll receive your assignments from either your main contact at the guild or the guild's leader.



TIP

You must return to your guild both to get your assignments and to receive credit for completing them.



You must complete all the guild quests before you find the fourth shard. Restoring it to the Shining Path results in serious changes to Upper Gladstone that block your way back into the guilds. Keep this in mind as you work to complete your third guild quest(s).

Guild quests help you gain experience. You can accomplish most of them as you go about the normal

Fig. 11-2. The guild halls shut down when you finish the fourth portal.

business of investigating Gladstone and the portal worlds. Several take you to new areas or ask you to return to areas you've cleared already. Strictly speaking, you don't *have* to complete the guild quests, but doing so pays off in the long run. The extra skills, shops, and power can only help you to defeat Jakel.

Quests for the Iron Ring

The quests the Iron Ring assigns you aren't difficult, and take you only slightly out of your way. The third quest takes more time to complete simply because of the distance you must travel. Battle is the major theme, whether actual combat on your part or flashbacks to battles fought long ago by the leader of the guild leader.

Of all the guild quests, only the Talamari's are easier.

The Wharf Rats

The first quest you undertake on the Iron Ring's behalf is to find its warehouse in Gladstone Woods and eliminate the Wharf Rats there.

The warehouse area lies near Upper Gladstone, down the first right-hand path in Gladstone Woods. Unless you have the key Celerian gives you, you can't enter this area. It comprises only a few buildings in the interior and the wharf area itself.

Go in and check out the surroundings.

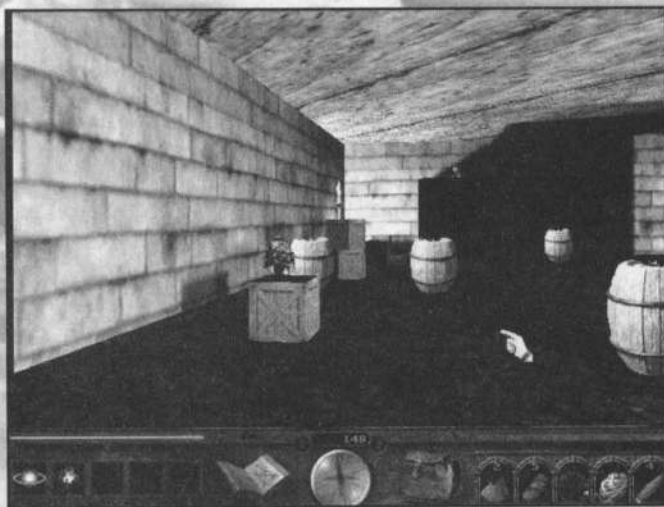


TIP

Close the door behind you to prevent the Rats and Wharf Rats from escaping—and the Wild Boars from getting in.

You can kill the Rats, if you wish, but you really need *only* concern yourself with the Wharf Rats in the back. Concentrate your search in the buildings, moving ever deeper into the warehouse. When you find yourself back outside, you're close. Look in the windows of the buildings around you. You'll glimpse at least one Wharf Rat. There are only a couple, all told, and they're in the same building. Move in and kill them as quickly as you can so you don't have to chase them all over the docks and warehouse.

Fig. 11-3. Don't worry about the regular Rats. The Wharf Rats are your true targets.



Conquering a Portal

Your second Iron Ring quest couldn't be easier. Celerian tells you that, to prove yourself, you must conquer a portal in Gladstone Woods. (The two you've taken care of already don't count.)

You'd be conquering the portals anyway, so taking on the Ruloi or the Underworld shouldn't daunt you. Go ahead and defeat the portal to get credit for this quest when you return to the Iron Ring.

Chesara's Toy Sword

After you get credit for completing the second quest, you can undertake the third: Jacinda, whom you battled in the White Tower, was sister to Chesara, the guildmistress. Chesara wants a keepsake from the White Tower. She gives you a key you can use to retrieve it for her.

Return to the Frozen Wastes and head back to the White Tower. Inside, return to the room where you placed the four gems.

Your key opens the door to a sort of barracks, where you'll find a toy sword. This is what Chesara wants. The sword is guarded by a Lich, but you can retrieve it without fighting. Simply run past the Lich, grab the sword, and run out. Put it in your inventory, and return to the Iron Ring for your reward.

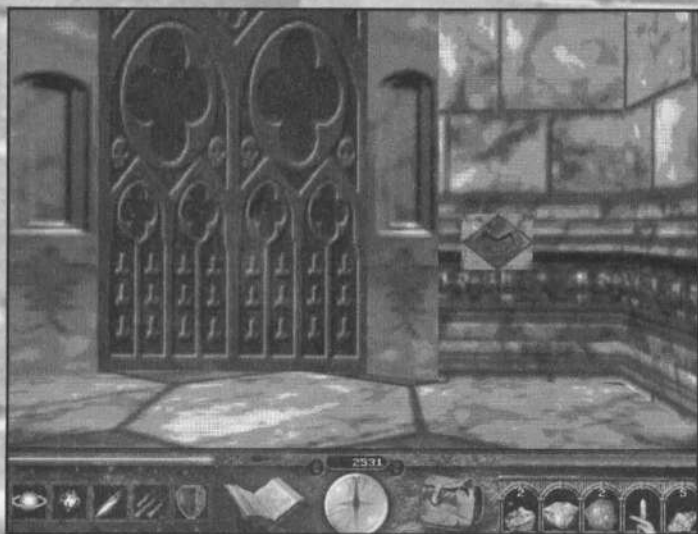


Fig. 11-4. When you killed the Starks in this area, you didn't have a key to this locked door.



CAUTION: It's possible to equip the toy sword as your weapon, but it will break the first time you use it. If you return the sword in this condition, you won't get credit for finishing the quest—and there's no way to fix the sword if it breaks. In other words, don't equip the toy sword.

Quests for the Order of the Finch

Like the Iron Ring quests, those for the Clerics aren't difficult. The third one takes you far from your normal path, but the first two are things you'd do anyway in the course of gameplay.

The second and third quest have to do with your pharmacopoeia and healing magics.

Pig Meat

The first quest for the Order of the Finch is certainly the game's easiest and quickest. You need only go to Gladstone Woods, kill a Wild Boar, and then take the pork chops from the carcass back to the guild. Doing so enrolls you in the Order of the Finch. You should be able to complete it within a minute or two from the time Finch Boris makes his request.

Pharmacopoeia Items

Your second quest isn't much more difficult. Simply find and return with five different items for the pharmacopoeia. Items common in and around Gladstone don't count: the Finches know all about ironwood sap and aloe. Instead, you must retrieve items from the portals.

This shouldn't be difficult. You'll find blood aloe, mandrake root, and silverleaf in the Underworld; and mana leeches, mushroom rot, and dreamshards in the Ruloi homeland. When you have five new items, go back and get credit for having accomplished your task.



Fig. 11-5. Clerics place a high value on items such as these blood aloe bushes in the Underworld. Take a few leaves back with you to the Order of the Finch.

The Heart of Sunrise

Now things get tricky. Finch Josiah, guildmaster for the Order of the Finch, gives you the Dragon Claw Statuette and tells you it will lead you to the Heart of Sunrise, a powerful healing item in The Volcanic Caves. To retrieve it, you must go there next.

Your map of The Volcanic Caves should be nearly complete by now. Return there and follow your automap into the Dragon City. Any creatures you didn't kill when you were there before will still be around, and some you took care of then may have regenerated. However, by this time you should be considerably more powerful, so you'll find the creatures far less troublesome.



You must get past all the large doors into the Dragon City. When you return to the large room with the three paths out (there were four Fire Wisps there your first time through), stop: it leads to the Heart of Sunrise.

Approach the large central platform and walk around behind it to gain access to the top. There, you'll notice an altar. Place the statuette there and stand nearby. This platform is an elevator that will take you far underground.

At the bottom, step off. Walk forward through the door and into the massive temple area. Take the Heart of Sunrise you find there and use the teleporter to return quickly to the elevator. Remove the statuette to ascend. Return to the Order of the Finch with your prize to complete the task.

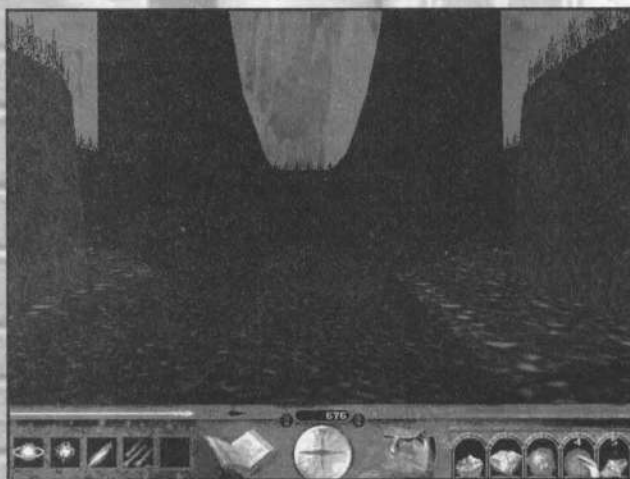


Fig. 11-6. Dragon City architecture is always impressive, particularly below the main halls.

Quests for the Talamari

Without question, the Talamari's quests are the game's easiest. You need only step slightly out of your way to finish each. Even the third quest, which forces you to travel through the Ruloi acid pits a few times, isn't that difficult.

Some guild quests can seem like too much trouble to bother finishing, but these are so basic, you shouldn't hesitate to complete them if you've joined the Talamari.

Portal Energy

Your first goal tasks you simply to find the first portal in Gladstone Woods and return to Guild-



mistress Dawn with a sample of its energy.

From Upper Gladstone, the path to this portal is easy to find and not too far away. Go left out of the city and follow the path to a large hollow on the right. You'll know when you're close by the frequent tremors shaking the area. The portal lies in the hollow. Just approach it. Your cursor changes automatically to the sampling wand Sioned gave you. Click on the portal and return to the Talamari, your task complete.

Fig. 11-7. Retrieving a sample of portal energy is fairly simple.

A Shard Sample

Dawn learned a lot from the first sample you brought her. Now she needs a sample of the energy being released from the mirror shards you're collecting. Sioned again gives you the sampling wand and sends you on your way.

Complete the next portal you go through as you would normally. Before you click on the shard with the Golden Sigil, the cursor will change to the sampling wand. Get the sample, and *then* collect the shard. When you return to Upper Gladstone, you'll have what you need to finish up at the Talamari.

Rescuing Sioned

Sometime between finishing the second quest and heading off to the next portal, Sioned disappears from the Talamari guild hall. Invading Ruloi have captured and imprisoned her in their world. Because you must head through that portal anyway, the task of freeing her and returning her to safety falls to you.

This is a simple task. As you descend into the egg chambers on the Ruloi homeworld, you'll discover dreamshards in the walls. Make sure you get at least one of them: you'll need it when you find Sioned. She's located in the prison cell in the southeastern part of the main Ruloi temple area. (See Chapter 9 for detailed directions.) She tells you that, because the cell somehow dampens her magic ability, she can't free herself. She also says that the Ruloi enter her cell using a magical stone.

When you find Sioned, look around. High up on the left wall as you face the cell you'll notice an indentation—precisely the shape of a dreamshard. Put one there to free Sioned, who then teleports herself home.

Quests for the Bacchanal

If the Talamari quests are the game's easiest, those of the Bacchanal are surely the game's most difficult. Even the first—simply finding the guild hall—is harder than any of the other guilds'. Also, only the Bacchanal has you investigate a major new area. (Sharp-eyed players may have spotted the Orc camp on earlier wanderings in the Draracle's caves, however.)



Fig. 11-8. You must descend through the dangerous egg chambers to reach Sioned—but you'd have to, anyway, to collect the shard.

Finding the Guild

Even if you don't choose the Bacchanal, it's a good idea to know how to find it in the sewers beneath Lower Gladstone. The entrance to the sewers lies down the staircase outside the Iron Ring guild hall.

Inside the sewers, Dash provides instructions for following him. (See Chapter 7 for details.) When you reach the Bacchanal guild hall, Jadin tests you further, and you'll pass easily. That little initiation ritual is just a formality, however. The real trick was finding the Thieves' hideout to begin with.



Fig. 11-9. Following Dash's marks isn't hard if you keep your eyes open.

Stealing the King's Pardon

Leina, the Bacchanal leader, needs a King's Pardon. King Richard probably would give you one for the asking once he returns, but Leina doesn't want to wait. She instructs you to steal a Pardon from a Gladstone Guard and return with it.

Leave the Bacchanal and return to Upper Gladstone. Walk back to the Keep area. As you enter, a Guard is leaving; get behind him and pick his pocket. The Pardon is the first thing you pull from his purse. Take this back to Leina to fulfill her request.

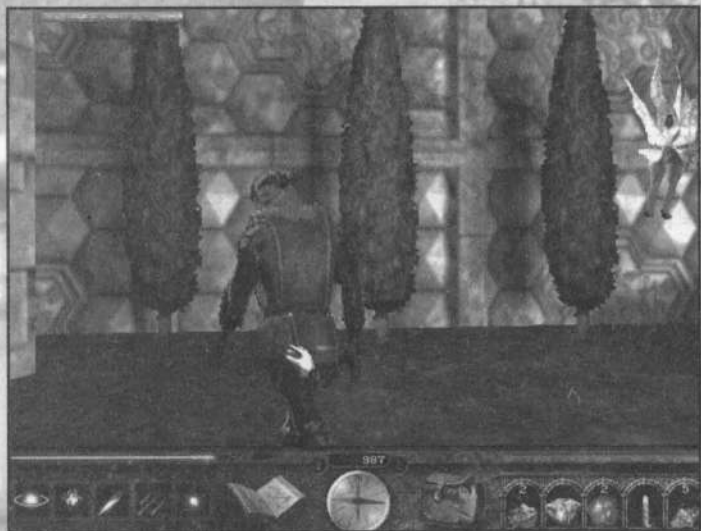


Fig. 11-10. Heisting the Pardon from the Guard is simply a matter of getting behind him and being quick.

Orcish Retribution

The corruption of Gladstone Woods and attacks on Lower Gladstone have made life difficult. Many homeless now live in the Bacchanal. Orcs from the local Dark Army have stolen the food stores and taken them to their camp. You're elected to find the Orcs—and the food.

The Orcs are located in Gladstone Woods. They have set up a camp south of Seth's orchard, northeast to the entrance to Lower Gladstone. When you arrive, you'll find three Orcs loitering above a fire. You must kill all three Orcs to complete the quest.

When you attack the Orcs, they will upset the fire they are standing around. This will, in turn, cause the ground to catch fire.

Hiding near the campfire on the ground is the King's Pardon. If you act quickly, you can retrieve the pardon before it burns. Leina will be overjoyed to have it return.



LANDS OF LORE III

APPENDICES

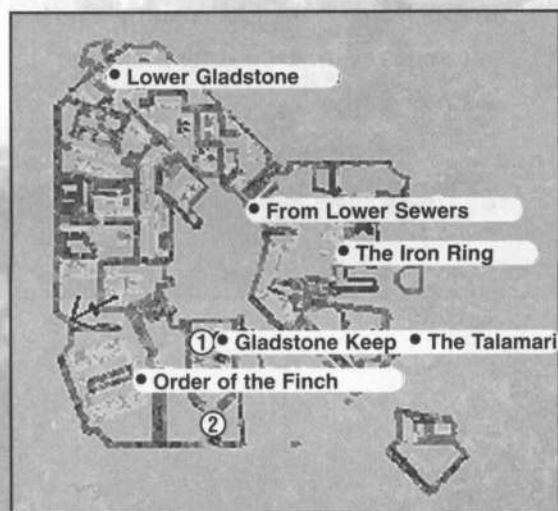
APPENDIX A: MAPS

Map 1: Gladstone Woods (Beginning)



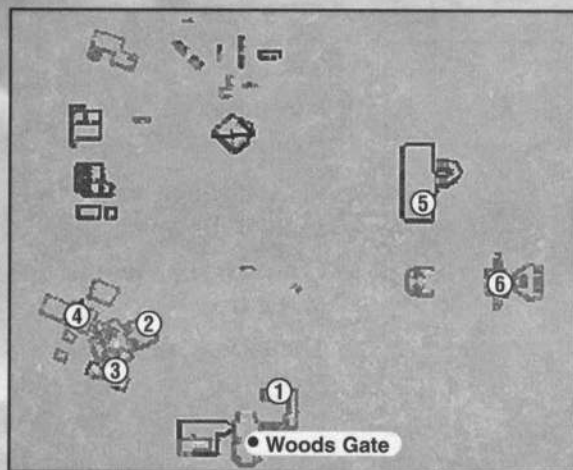
1. Backpack
2. Lorestone
3. Journal
4. Hack through the webs and kill the Spider
5. Compass (in a knothole in the tree)
6. The Gladstone Guards rescue Copper when you reach this area

Map 2: Upper Gladstone (Ground Level)



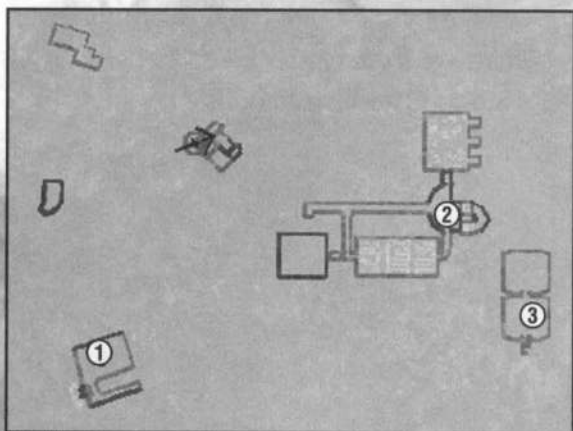
1. Start your quest
2. Path to Gladstone Woods

Map 3: Upper Gladstone (Shops and Prison)



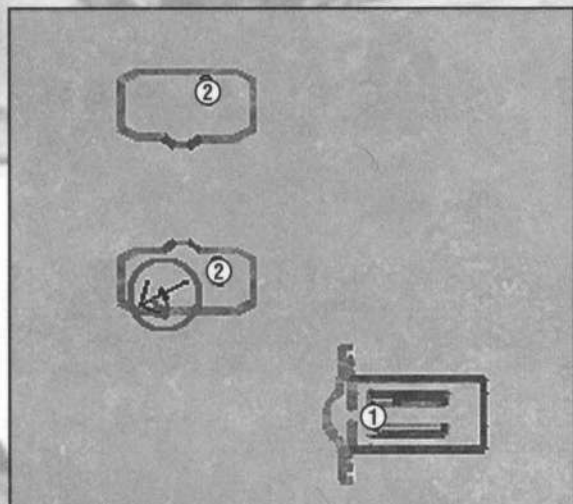
1. Prison cells
2. Entrance area to the Order of the Finch
3. Shrines, located in the Order of the Finch
4. Shops, located in the Order of the Finch
5. You can access this shop in the Iron Ring after completing your second guild quest
6. Entrance to Talamari

Map 4: Upper Gladstone (More Shops)



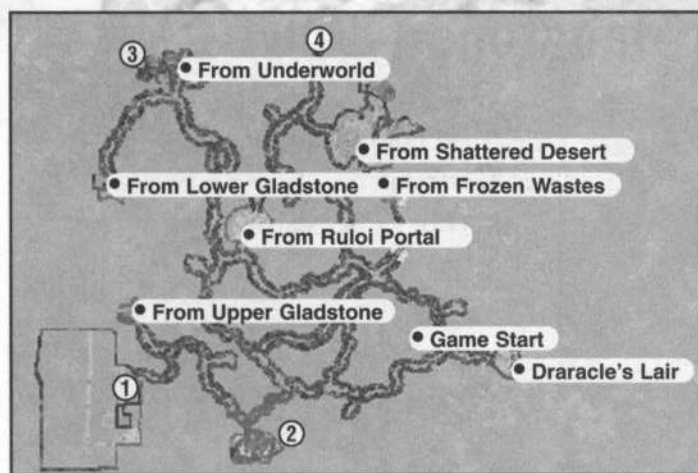
1. Buy spells from the Order of the Finch
2. Training area for Iron Ring members
3. Talamari shops

Map 5: Upper Gladstone (More Shops)



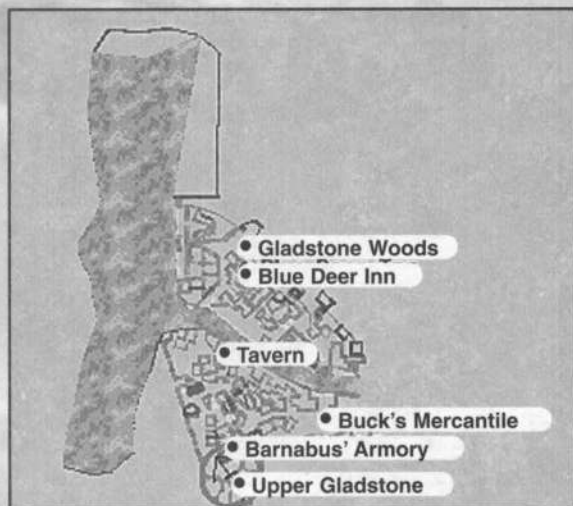
1. Purchase spells from the Talamari
2. Iron Ring's two main stores

Map 6: Gladstone Woods

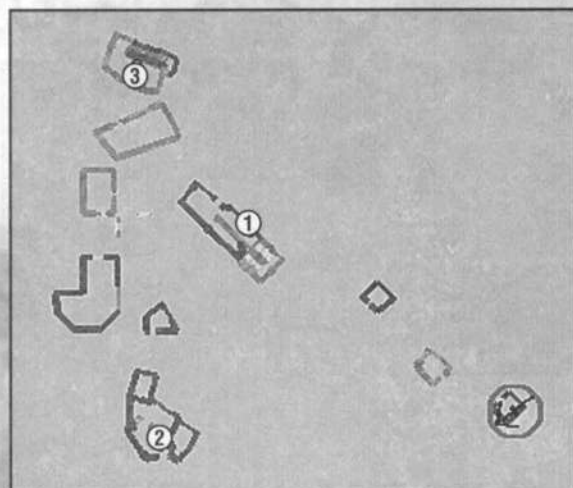


1. Iron Ring's warehouses
2. Portal to The Volcanic Caves
3. Geldenberry Orchard
4. After you complete The Volcanic Caves portal, you'll emerge here from the Draracle's caves

Map 7: Lower Gladstone (Ground Level)

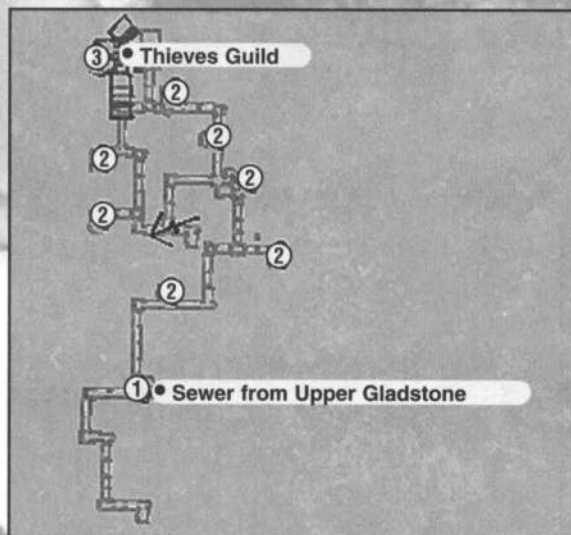


Map 8: Lower Gladstone (Level 2)



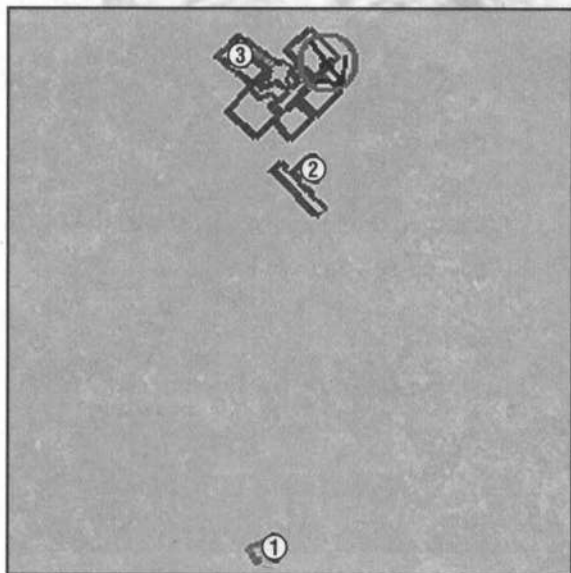
1. Main floor of the Blue Deer Inn
2. Tavern interior, Lower Gladstone
3. Interior of Bacchanal

Map 9: Lower Gladstone (Sewers)



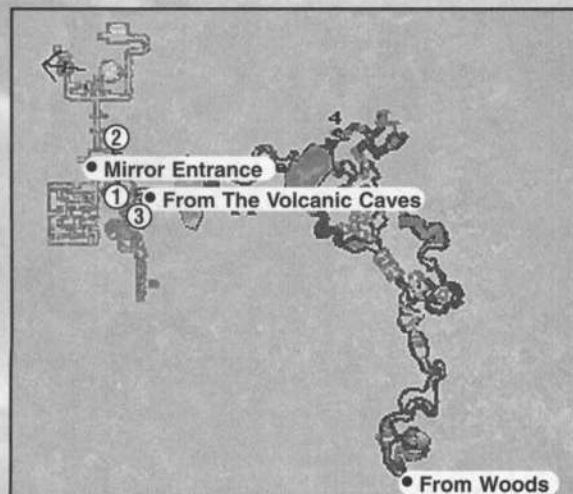
1. Flip the left switch to lower the ladder and exit the sewers
2. These ladders lead up to locked grates. Higher-level Thieves can unlock the grates to access the Bacchanal
3. Bacchanal shops

Map 10: Lower Gladstone (Additional Areas)



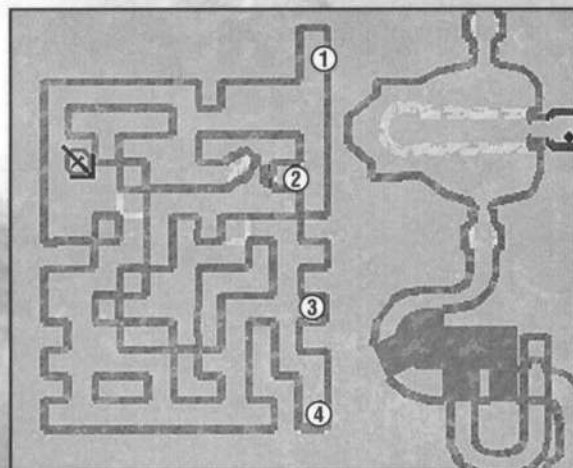
1. Armory Shop
2. Copper's room in the Blue Deer Inn
3. Interior of the Bacchanal

Map 11: The Draracle's Caves (Main Level)



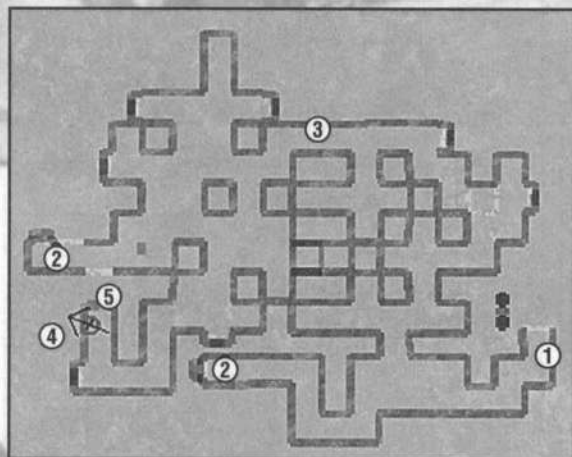
1. Meet the false Draracle/Jakel
2. The Draracle's chambers
3. Path to the Golden Sigil

Map 12: The Draracle's Cave Maze (Level 1)



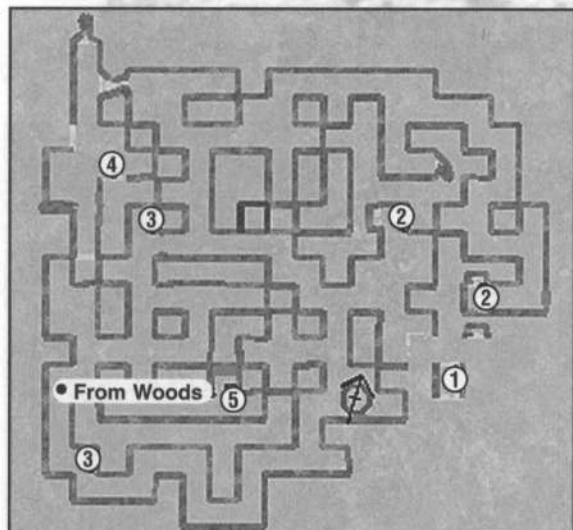
1. Entrance
2. Item caches
3. Push the button to reveal the path
4. Proceed to the next level

Map 13: The Draracle's Cave Maze (Level 2)



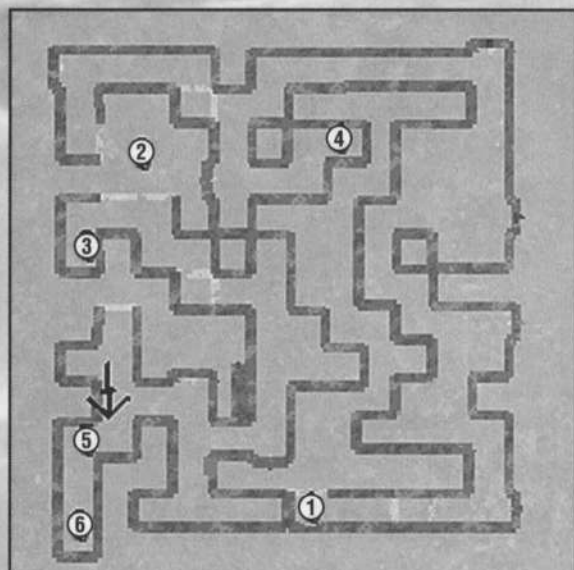
1. Entrance from the first level
2. Item caches
3. Push button to reveal the path
4. Lesser Heal spell
5. Proceed to the next level

Map 14: The Draracle's Cave Maze (Level 3)



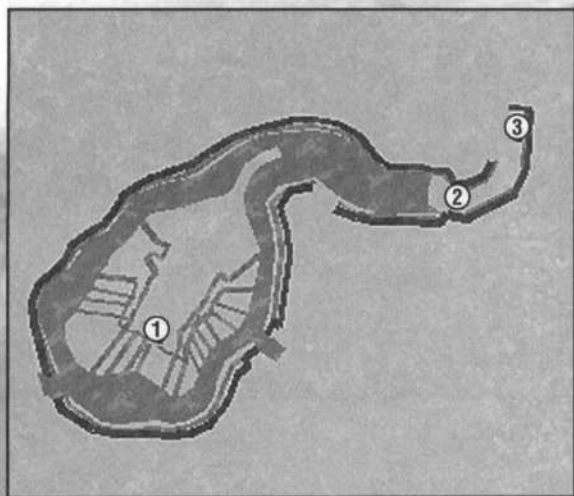
1. Entrance from the second level
2. Item caches
3. Push button to reveal path
4. The maze's fourth-level pits empty here
5. Proceed to the last level

Map 15: The Draracle's Cave Maze (Level 4)



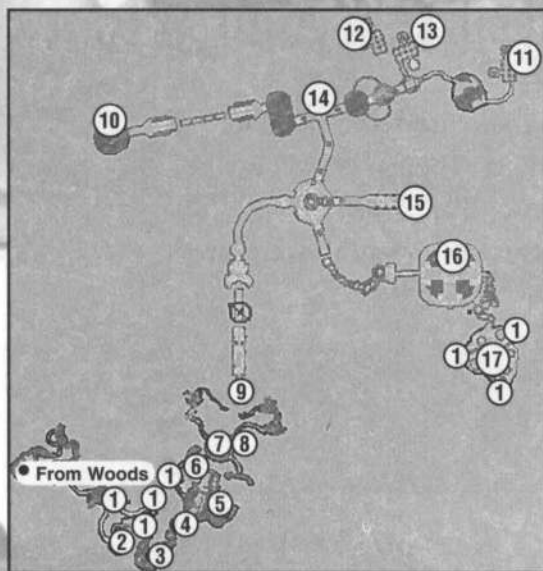
1. Entrance from the third level
2. Cross these beams carefully
3. Push the button to reveal the path
4. Item caches
5. Lesser Light spell
6. Path to Gladstone Woods

Map 16: Meeting the Draracle in the Volcanic Caves



1. Arrive in The Volcanic Caves
2. The Draracle emerges
3. Teleporter to the Draracle's chambers

Map 17: The Volcanic Caves



1. Destroy the stalactites at these locations to progress deeper into The Volcanic Caves
2. Ride the moving pillar to the cavern floor
3. Jump to the ledge
4. Follow the Lesser Fire Drake
5. Jump across the crevasse to this ledge
6. Morphera, first encounter
7. This path gives you your first view of the Dragon City
8. Platform to the Dragon City entrance
9. Dragon City Entrance
10. FireStorm spell
11. Earth Dragon's Tomb
12. Water Dragon's Tomb
13. Wind Dragon's Tomb

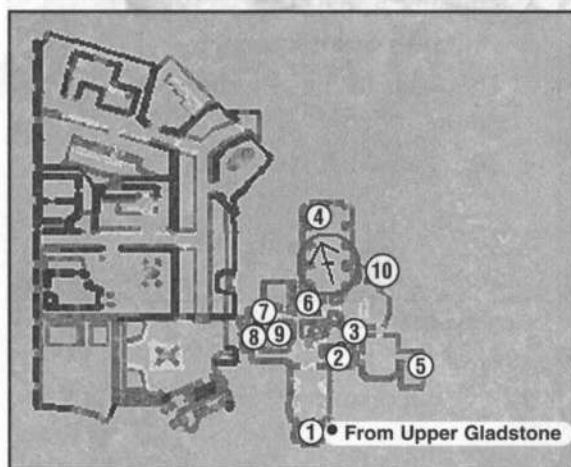
14. Teleport from the tombs and the FireStorm spell.

15. Morphera, second meeting

16. Observatory

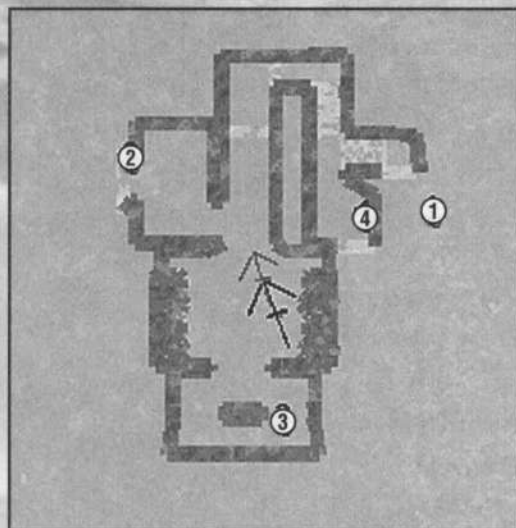
17. Morphera, final confrontation

Map 18: Gladstone Keep (Ground Floor)



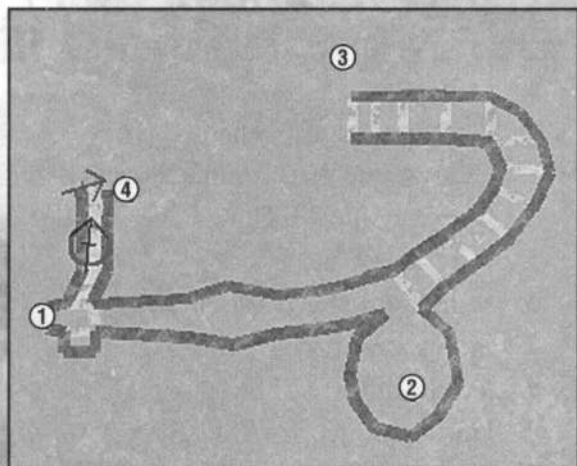
1. Samuel
2. Buy items from Nathaniel
3. Victoria (the Blacksmith's Shop)
4. Damage Shield spell
5. Food items (pantry)
6. Stairs to the Keep's second floor
7. Storeroom (barrels)
8. Jeron's office
9. Entrance to Jeron's hidden area
10. Look into the dining room

Map 19: Gladstone Keep (Second Floor)



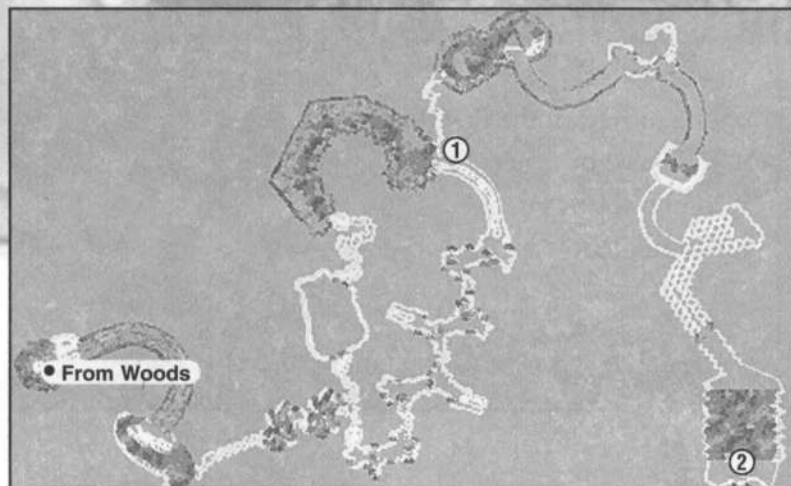
1. Entrance from the first floor
2. Luther (Thohan's Great Sword)
3. Lesser Blades spell
4. Return from Jeron's secret area

Map 20: Gladstone Keep (Jeron's Secret Area)



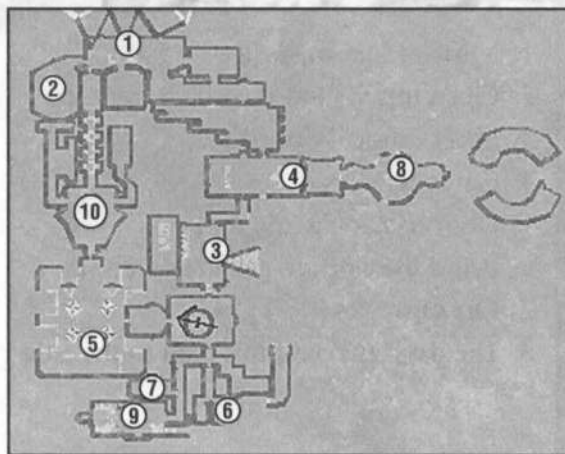
1. Entrance to Jeron's secret area
2. Ancient's Stones, money
3. This leads to the portrait in the dining room
4. Secret area exit stairs

Map 21: The Frozen Wastes



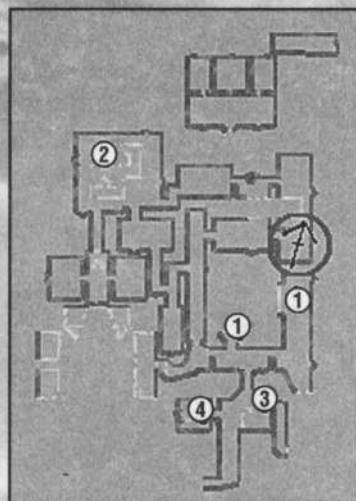
1. Path to the White Tower
2. White Tower entrance

Map 22: White Tower (Ground Floor)



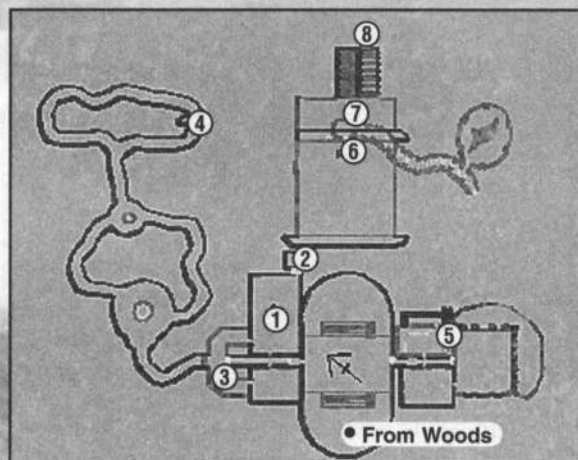
1. White Tower entrance
2. Use your Lesser Spark spell to light these candles.
3. Stairs and door to the second floor
4. Light this brazier to reveal the color of the wall buttons
5. Wall button to open the panels in the corner
6. Violet Gem
7. Blue Gem
8. Place the colored Gems in the device; location of Chesara's Toy Sword
9. Jacinda's Throne Room
10. Red Gem

Map 23: White Tower (Top Level)



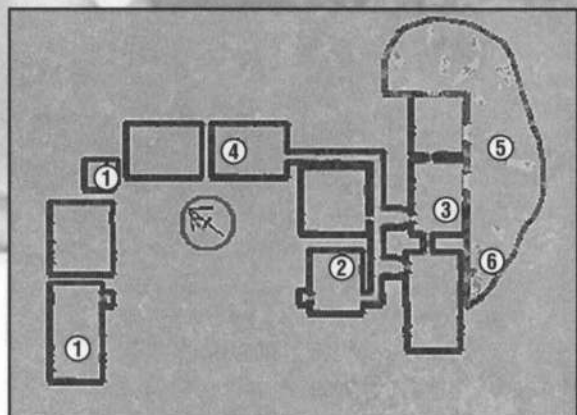
1. Entrance from the first floor
2. Ice Shard launchers
3. White Tower prison
4. Green Gem

Map 24: The Underworld (Main Level)



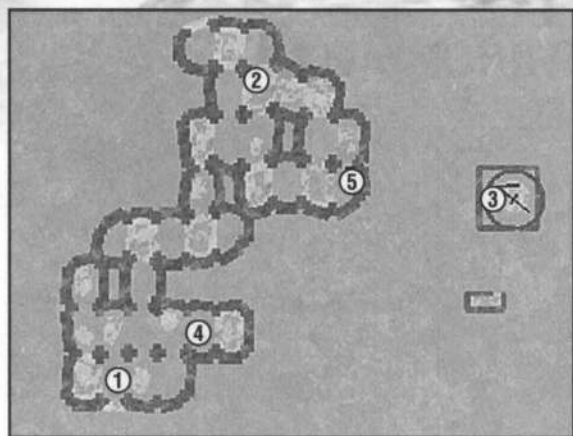
1. Mists of Doom spells
2. Open this wall to reveal a secret area
3. Sheet music (bookcase)
4. Gardener's head
5. Door to the basement
6. Wind the clock to call the organist
7. Organist
8. The dancers reveal this path to the attic

Map 25: Underworld (Second Floor)



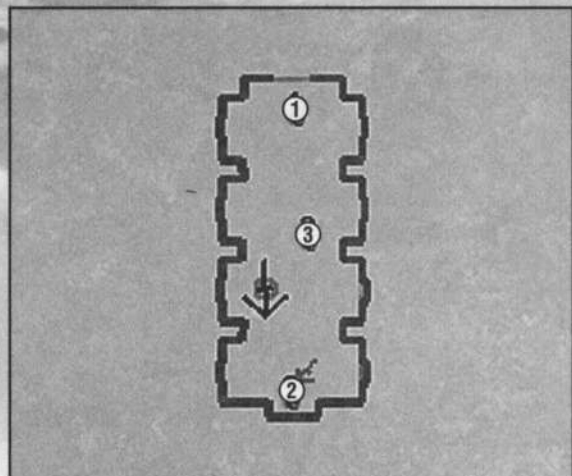
1. Empty jars (both rooms)
2. Gabrielle, the Maiden of Flame (in wardrobe)
3. Use a jar on the lamp in this room to prevent the fire
4. Clock Key
5. Access Graveyard (through second-floor windows)
6. Portal to Zombie area (ghost of Eric)

Map 26: Underworld (Basement)



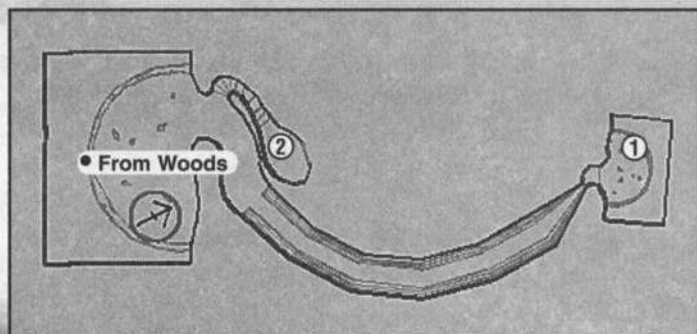
1. Basement entrance from the kitchen
2. Hole in the floor (to wine bottles)
3. Wine (shelves)
4. Exit from the wine bottle area (climb the ladder to this room; descend again to the basement)
5. Meet the ghost of Eric

Map 27: Underworld (Attic)



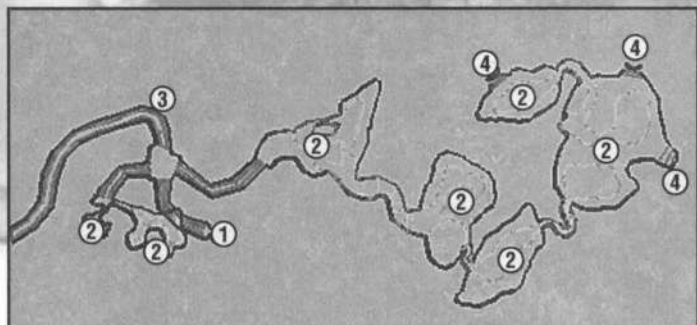
1. Entrance from the ballroom
2. Clock
3. Scythe Demon starts

Map 28: Ruloi (Entrance Area)



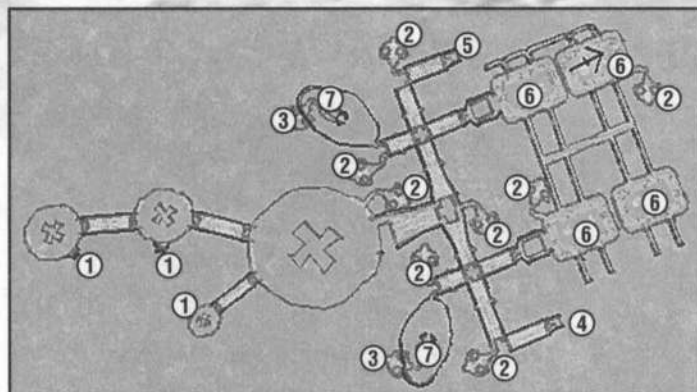
1. Passage to main part of level
2. Exit passage (to portal)

Map 29: Ruloi (Tunnels)



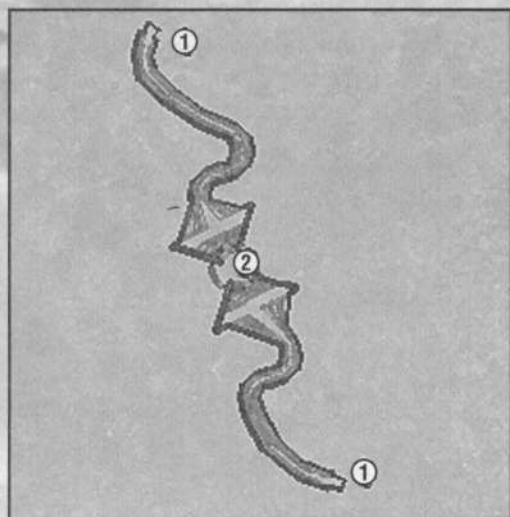
1. Entrance to the tunnels
2. Destroy the Ruloi eggs
3. Tunnel back to the portal
4. Doors into the Ruloi temple

Map 30: Ruloi (Temple Level)



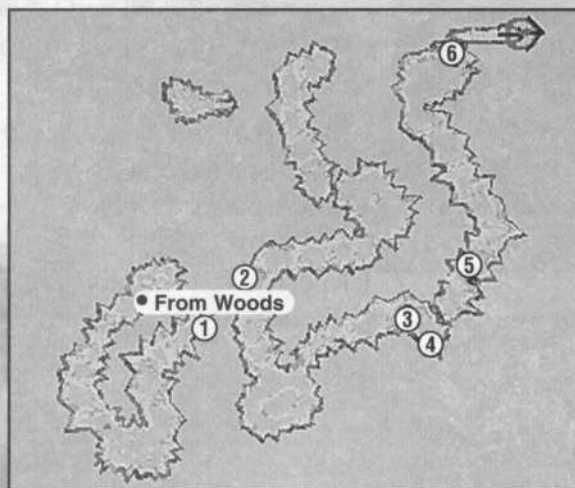
1. Area entrance (any door)
2. Destroy these regeneration chambers to prevent the Ruloi from returning to life
3. You need the Ruloi hand to access these chambers
4. Sioned (prison cell)
5. Barbarian Warrior
6. The egg-shaped objects on these platforms reveal useful items
7. Teleporters to the Ruloi Collective

Map 31: Ruloi (Collective)



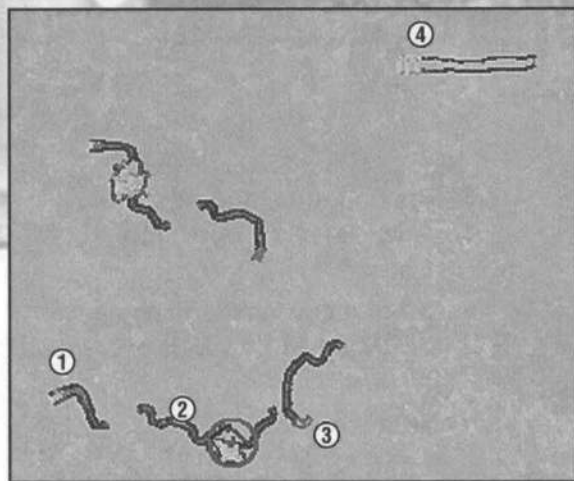
1. Teleport to these tunnels from the Temple level
2. Collective

Map 32: Shattered Desert (Desert Area)



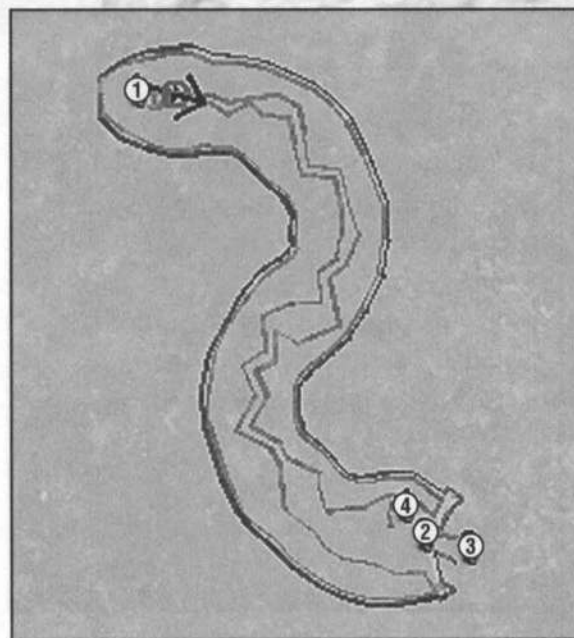
1. Ramp to the tunnels
2. 100,000 Silver Crowns
3. Tunnel exit
4. Open this sparking panel to reveal a tunnel deeper into the level
5. Drop off the precipice here to approach the base
6. Climb the vines to this platform

Map 33: Shattered Desert (Tunnels)



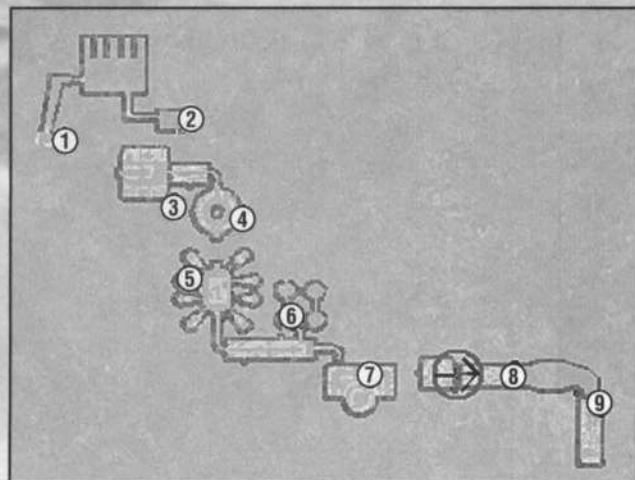
1. First tunnel
2. Second tunnel
3. Use the sparking electrical panel to jump to this tunnel
4. Tunnel beyond the large platform

Map 34: Shattered Desert (Base Approach)



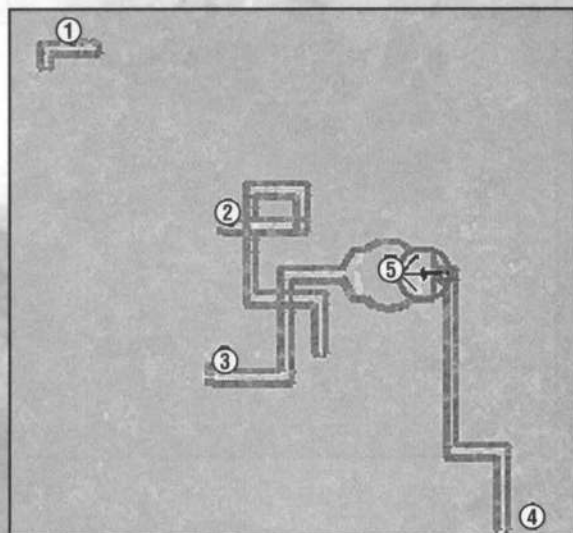
1. Climb this ladder
2. NOD base
3. Last Man
4. Entrance to the NOD base

Map 35: Shattered Desert (Base Interior)



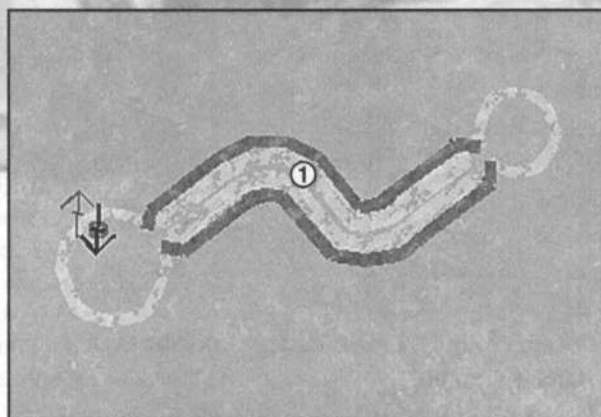
1. Base entrance
2. Create a path up to the barracks area vent
3. The button behind the sparking panel opens the door into the next area
4. Shoot the monitors hanging from the ceiling and stack them to reach the vent
5. Electric eye
6. Boom Stick
7. Destroy the seven wall panels in this room
8. Electrical cables in this watery corridor can damage you severely
9. Avoid these pits: falling in is fatal

Map 36: Shattered Desert (Ventilation Ducts)



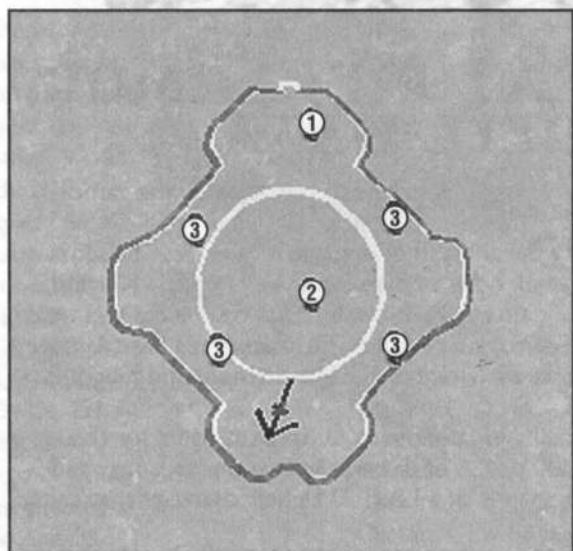
1. Entrance to the ducts from the barracks
2. Climb the stack of monitors to access the barracks
3. Duct exit
4. Reenter the ducts when you flee Cabal's destruction
5. Create the bridge over the chasm

Map 37: Shattered Desert (Deep Corridor)



1. Destroy the seven wall panels above to reach this watery corridor

Map 38: Shattered Desert (Cabal Area)



1. Entrance
2. Cabal
3. Destroy these four shield generators to reach and destroy Cabal

APPENDIX B: PHARMACOPOEIA

<i>Item Desired</i>	<i>Ingredients Required</i>
Acid Sac	Lamplight Eggs, Tar Crystal
Champion Stone	Amber, Ironwood Sap
Death Sac	Venom Sac, Tar Crystal
Flintskin	Dreamshard, Gorgonite Nodules, Magnesium Stone
Force Pod	Poison Paint, War Cluster
Gummy Pod	Geldenberry, Swampblack Root, Tar Crystal
Life Leech	Ice Shard, Ironwood Sap, Swampblack Root
Mana Cluster	Aloe, Mugwort, Silverleaf
Mana Foil	Rainbow Sulfite, Silverleaf
Mana Mask	Black Lichen, Blood Aloe, Sandcrust
Mana Pod	Dreamshard, Silverleaf
Mimic Stone	Brook Flounder, Hot Bead, Hound's Heart, Waterspark Leaf
Mind Cluster	Gorgonite Nodules, Rainbow Sulfite
Oculus Pod	Blood Aloe, Brook Flounder, Dreamshard
Phial of Transfer	Geldenberry, Mana Leech, Mugwort
Poison Paint	Lamplight Eggs, Venom Sac
Pyra Pod	Mandrake Root, Tar Crystal
Shimmerfoil	Magnesium Stone, Mushroom Rot
SoulMeat	Aloe, Ice Shard, Sandcrust
Stone of the Gorgon	Black Lichen, Gorgonite Nodules
Summoning Stone	Hot Bead, Hound's Heart, Mandrake Root, Waterspark Leaf
Vortex Foil	Mana Leech, Mushroom Rot, Silverleaf
War Cluster	Amber, Venom Sac

APPENDIX C: CREATURE, ARMOR, WEAPON, AND SPELL DATA

Although *Lands of Lore III*'s combat and spellcasting system is simple to use, the way the game computes damage and spell cost is highly complex.

Each weapon has a base Might statistic reflecting the amount of damage it can cause. In addition, each weapon can inflict at least one, and usually several, *types* of damage. For example, a Magical Bow might inflict impact, piercing, fire, and magical damage. Each creature has resistances and weaknesses that make it more or less vulnerable to each damage type. Thus, each weapon's base damage is modified by the creature it's used against. A character's Melee or Missile Strength and Might is added to this.

Although the system is straightforward, it's virtually impossible to compute statistics for creatures, weapons, and armor. A weapon may cause 100 points of damage against one creature, and only 10 against another. Or the same weapon in the hands of a Level 20 Fighter character may cause an additional 15 points of damage.

The situation with spells is much the same. Members of the Talamari and the Order of the Finch may use some spells at reduced cost, depending on the caster's level. Several variables determine the Spell Points required to cast a given spell. Hard numbers are impossible to provide.

INDEX

A

acid pits, 136–137, 158
acid sacs, 58
aloe, 55, 83
Aloe Biscuit, 51
amber, 55, 58
amulets, 53
Ancient Magic, 48, 53, 62,
66, 112, 151
Ancient's Stone, 48, 87, 172
angels, 44
Arcane Lore skill, 9, 75
armor
acquiring, 8, 105, 167
descriptions of specific types,
45–48
magical, 46–48
strategies for using, 81–82
arrant prac, 58
arrows, 44
attacking enemies, 51, 83–84
attic, Underworld, 178
Axe of the Long Arm, 43
axes, 38, 39, 41, 42, 43

B

Bacchanal. See also Thieves Guild.
description of, 6, 11–13
Familiar, 16, 93
quests, 159–161
visiting, 92–93
Backbiter, 40
Backpack, 86, 87, 165
Backstab skill, 12, 77, 93
ballroom, 132, 134–135, 176
Bandits, 18, 100
Banish spells, 32
Barbarian Warriors, 18–19,
123–124, 139
barrels, 89
basement, Underworld, 132, 175
bashing weapons, 39
Battle Axe, 38
beasts, 21–28
Belial, 99
Bezoar Rings, 53, 54

black lichen, 55
blacksmith, 119, 171
Blades spells, 67, 120
blood, dragon's, 49
Blue Deer Inn, 99, 166, 167
Blue Gem, 124, 175
boars. See Wild Boars.
body armor. See armor.
Bone Great Sword, 40
bonuses, for joining first guild, 89
Boom Stick, 43
Boris, 11, 90, 157
Bracers
DragonFire, 47
Fine, 45
Gargoyle, 47
Mana, 48
Platemail, 46
Stone, 48, 82
of Valor, 46
breastplate, 46
Broadsword, 38
brook flounder, 55

C

Cabal, 34, 143, 145–148, 150, 181
caches, item, 170–172
candles, lighting, 124
Cat Ring, 53
cave aloe, 55, 83
Cave Spiders, 22, 105
caves, Draracle's
description of levels, 115–118
destruction of, 152
maps, 168–170
visiting, 97–99, 115–118
Celerian, 8, 91, 155, 156
Cerberus Tigers, 25–26, 54, 122, 123
chainmail, 45, 48
champion stone, 58
character skills. See skills.
Chesara, 8, 126, 156
Chesara's Toy Sword, 156, 174
Cleric skills, 75–76

Cleric's Guild
bonus points, 89
description of, 6–7, 10–11
joining, 89–90
quests, 157–158
Climb skill, 74
clock, 132–133, 134, 174
Cobra, Stone of the, 51
cocoon, 86
Colim's Amulet, 53
Collective, Ruloi, 33–34, 140, 178
combat strategies, 81–84
Command and Conquer, 144
compass, 87, 163
Conquering a Portal quest, 156
Copper
arrival in The Volcanic Caves, 102
and destruction of Draracle's
Caves, 152
family background, 2–3
loss of soul, 3
rescuing, 86–87
restoration of soul, 152
Coward's Shield, 46
Crescent Razor, 40
Crossbow Myriad, 43
crossbows, 42–43, 44, 81
crystals
Fire, 49
Lightning, 50
Storm, 32, 51
Tar, 57

D

Dagger of Light, 43
Dagger of the Empty Hand, 43
daggers, 38, 40–43, 81
damage, calculating, 183
dancers, 132, 134–135, 174
Dark Bow, 43
Darkness spells, 68–69
Dash, 6, 13, 88, 92, 130, 160
Dawn, 3, 10, 87, 152, 158–159
death, preventing/recovering from,
51–53, 133
death sac, 58
Death Strike skill, 12, 77

Death Stroke Shield, 47
 Demolitions spells, 71–72
 Dracoid Dagger, 40
 Dragon City, 106–111, 157–158, 173
 Dragon Claw Statuette, 157
 Dragon Gem, 53
 Dragon Tombs, 111–114, 171
 DragonFire Bracers, 47
 dragons
 description of, 24–25, 32
 as food source, 54
 Dragon's Blood, 49
 DragonScale Armor, 47
 DragonScale Gauntlets, 47
 DrakeFire, Ring of, 50
 Drakelord Gem, 53
 Drakes. See Fire Drakes.
 Dracule
 and destruction of caves, 152
 finding, 102–105
 as Gladstone's protector, 3
 maps of caves, 168–170
 visiting caves of, 97–99, 115–118
 dreamshards, 55
 Drones, Ruloi, 20–21, 137

E
 Earth Dragon, 113, 173
 Earth Staff, 43
 egg chambers, Ruloi, 136–137
 eggs
 lamplight, 56
 Ruloi, 136–137, 179
 Elementals, Fire, 29, 44, 106, 110
 Emerald Dagger, 40
 enemies
 facing multiple, 83–84
 types of
 beasts, 21–28
 human/humanoid, 18–21
 magical, 28–32
 unique monsters, 32–35
 Eric, 2–3, 132–134, 175
 explosions, 71–72
 eye, on wall of Dragon Tombs, 111

F
 Fall skill, 74
 Fallen Ones, 31
 Familiars
 choosing, 13–14
 gains in Hit/Spell points, 14
 paying for services of, 94, 96
 raising from dead, 11, 76
 spells for interacting with, 73–74
 starting statistics, 14
 field platemail, 45
 Fighter skills, 75
 Fighter's Guild. See also Iron Ring.
 bonus points, 89
 description of, 6, 7–8
 joining, 91
 quests, 155–156
 Finch Boris, 11, 90, 157
 Finch Josiah, 11, 157
 Finch Nathaniel, 11, 119
 Fine Bracers, 45
 Fine Leather Armor, 45
 Fine Leather Buckler, 45
 Fine Long Sword, 38
 Fire Beetles, 24, 110
 Fire Crystal, 49
 Fire Drakes, 24–25, 44, 54, 107, 108, 110–111
 Fire Elementals, 29, 44, 106, 110
 Fire Shield, 47
 Fire Wisps, 29, 111
 fireballs, 44
 fire-chickens, 26, 124
 FireSpark spells, 15, 50, 71
 Flashpots, 50, 51
 flintskin, 58
 flounder, 55
 food, 54–57, 79
 force pod, 58
 formulas, pharmacopoeia, 81, 182
 Frozen Wastes
 description of, 121–123
 maps, 173
 full platemail, 45

G
 Gabrielle, 133, 175
 garden, Underworld, 130–131
 gardener, 131, 176
 Gargoyle Bracers, 47
 gauntlets, 40, 41, 47–48
 Gauntlets of Might, 41, 47
 Gauntlets of Speed, 48
 Gauntlets of Striking, 40
 goldenberry, 55
 Goldenberry Orchard, 130, 165
 gems, 53, 125, 175, 176
 ghost, Eric's, 132–134, 175
 giant eye, 111
 Giant Roaches, 23
 Giant Spiders, 26–27, 87
 Gladstone. See also Lower Gladstone; Upper Gladstone.
 line of succession, 2
 maps, 165–169, 171–172
 protector of, 3
 Gladstone Guards, 19, 165
 Gladstone Keep, 88, 118–121, 171–172
 Gladstone Woods
 and guild quests, 94–99
 maps, 163, 165
 portals, 3, 129–130, 142, 156
 Glitterfay, 15, 73–74
 gloves, 40, 45–46. See also armor.
 Golden Sigil, 103, 104, 159, 168
 Goldy, 14, 15. See also Familiars.
 gorgonite nodules, 55
 grandfather clock, 132–133, 134, 174
 graveyard, 134
 Great Axe Blizzard, 41
 Great Sword Darkstorm, 41
 Great Sword FireStorm, 41
 Greatbow Shard, 43
 Greatbow Shift, 44, 81
 Greater Bezoar Ring, 53
 Greater Light spell, 15, 161
 Greater Poison, 53
 Green Gem, 126, 174
 grenades, 50
 Griselda, 14, 15. See also Familiars.

Guardian of Destiny. See Dracule.
Guardian Orb, 49, 125
guild halls, 89, 142
guild quests, 94–96, 154–161
 Bacchanal, 13, 159–161
 Iron Ring, 8, 155–156
 Order of the Finch, 11, 157–158
 specific
 Chesara's Toy Sword, 156
 Conquering a Portal, 156
 Finding the Guild, 160
 Heart of Sunrise, 157–158
 Orcish Retribution, 160–161
 Pharmacopoeia Items, 157
 Pig Meat, 157
 Portal Energy, 158
 Rescuing Sioned, 159
 Shard Sample, 159
 Stealing the King's Pardon, 160
 Wharf Rats, 155
 Talamari, 10, 158–159
guilds. See also specific guilds.
 advantages of joining, 6–7, 80, 89
 complementary, 6
 gaining advanced skills from, 74
 tip for choosing, 7
gummy pod, 58

H

Halberd, 38
Halberd Bastion, 41
hammer, 40
hand, Ruloi, 140, 177
Hand Axe, 39
Harbingers, 31, 131, 132
haunted house, 130
Heal spells, 11, 15, 64
healers, 10
healing items, 51–53, 82–83
Healing Scroll, 52
Heart of Sunrise, 52, 157–158
Heartstone, 52
Heavy Crossbow, 42
Herb Lore skill, 75
Hit Points
 advances gained from guilds, 6–7
 bonus for joining first guild, 89
 increasing with Warstone, 51
 starting/gains in, for Familiars, 14

Hologram spell, 65
Holy Strike skill, 11, 76
Homunculus, 15, 73–74
hot beads, 56
hound's heart, 56
human/humanoid enemies, 18–21
hunger, 54

I

ice missiles, 44
Ice Seed, 49
ice shards, 56
Ice Shard launchers, 125–126
Ice Worms, 25, 122, 123
Identify skill, 9, 75
inventory items
 caches, 168–170
 finding in barrels, 89
 survival tips, 79–80
 using Backpack to hold, 86
Iron Golem, 14, 73
Iron Great Sword, 39
Iron Ring, 6, 7–8, 14, 155–156.
 See also Fighters Guild.
Iron Rod, 53
iron shield, 45
ironwood sap, 56, 58
items. See inventory items.
Ivory Chip, 49

J

Jacinda, 33, 123, 124, 126–127, 156, 173
Jade Dagger, 41
Jadin, 13, 93
Jakel
 confrontations with, 115, 135,
 151–152
 death of, 152
 and Dracule, 35, 98–99, 103
 and Gladstone's destruction, 35
 and NOD base, 148
 and Shining Path, 140, 151
 tips for damaging, 35
Jeron, 118, 120, 152, 171, 172
Jeweled Scarab, 53
Josiah, 11, 157
Journal, 86, 165
jumping, 74, 108

K

Keep, Gladstone, 88, 118–121, 173–174
Kelen's Ring, 49
keys
 Celerian's, 155
 Chesara's, 156
Kieran's Circlet, 49
killing enemies, 83–84
King Richard, 2, 152, 160
King's Pardon, 13, 163
kitchen, Underworld, 130, 132

L

lamplight eggs, 56
Lamplights, 23–24
Large Flashpot, 50
Last Man, 144, 145
lava pools, 102, 105, 111, 161
Leather Armor, 45, 46, 48, 137
Leather Buckler, 45, 46
Leather Gloves, 46
leeches, 56, 59
Leina, 13, 160, 163
Lesser Bezoar Ring, 54
Lesser Blades spell, 120
Lesser Fire Drakes, 24–25, 54,
 107, 108
Lesser Heal spell, 11
Lesser Light spell, 15
Lesser Poison, 53, 100
lichen, 55
life leech, 59
Lifestone, 52, 113
Lig, 14, 73–74. See also Familiars.
Light Crossbow, 43
Light spells, 15, 16, 69
lightning bolts, 51
Lightning Crystal, 50
locks, picking, 11, 12, 76
Long Jump skill, 74
Long Sword, 38, 39
Long Sword Prism, 41
Longbow, 43
Lorestone, 50, 86, 163
Lower Gladstone
 finding, 99–100
 invasion of, 129
 maps, 166–167
 sewers, 12, 89, 92, 167
Luther, 99, 119, 172

M

maces, 39
 magic, 6, 11
 See also Spell Points; spells.
 Magic Drain, 32
 magical enemies, 28–32
 magical weapons, 40–42, 43–44
 Magician Skills, 75
 Magician's Guild. See also Talamari.
 bonus points, 89
 description of, 6, 7
 head of, 3
 joining, 90–91
 quests, 158–159
 magnesium stones, 56
 Maiden of Flame, 133, 175
 Mana Bracers, 48
 mana cluster, 59
 mana foil, 59
 mana leeches, 56
 mana mask, 59
 mana pod, 59
 Mana Tap skill, 9, 75
 Manastone, 50
 mandrake root, 56
 maps
 Dracule's Caves, 168–170
 Frozen Wastes, 173
 Gladstone Keep, 171–172
 Gladstone Woods, 163, 165
 Lower Gladstone, 166–167
 Ruloi, 176–178
 sewers, 167
 Shattered Desert, 178–181
 shops, 164–165
 Underworld, 174–176
 Upper Gladstone, 163–165
 Volcanic Caves, The, 170–171
 White Tower, 173–174
 Marksmanship skill, 8, 75
 Masque of Shadows, 50
 maze, Dracule's Cave, 168–170
 melee weapons, 38–42, 50, 119

Might

advances gained from guilds, 6–7
 bonus for joining first guild, 89
 calculating, 184
 starting statistics, for Familiars, 14
 Mighty Blow skill, 8, 47, 58, 75
 mimic stone, 59
 mind cluster, 59
 mirror. See Shining Path.
 missile weapons, 42–44, 51, 81
 Mists of Doom spells, 66, 174
 money, 80–81, 127, 129, 172, 178
 monsters, 32–35
 Morphera, 32, 109, 114–115, 171
 Morrison, 8, 122
 mugwort, 57
 mushroom rot, 57
 music, sheet, 131, 174
 Mutant Humans, 142–143

N

Nathaniel, 11, 119
 Noble Valkyrie Crossbow, 44
 NOD Base, 143–147

O

obelisks, 139
 observatory, 171
 Obsidian Chainmail, 48
 oculus pod, 59
 Orcish Mace, 39
 Orcish Reaver, 39
 Orcish Retribution quest, 161
 Orcs
 at Dracule's Caves, 97–99
 Leaders/Raiders, 19–20
 quest involving, 161
 Order of the Finch.
 See also Clerics Guild.
 description of, 6, 10–11
 Familiar, 15
 quests, 157–158
 organist, 134, 174

P

Pardon, King's, 160, 161
 Pawn Shop, 12
 pharmacopoeia, 55–60, 80, 81,
 157, 182
 phial of transfer, 59
 Picadons, 28, 142–143
 Pick Lock skill, 12, 76, 93
 pickpockets, 11, 12
 Pig Meat quest, 157
 Plasma spells, 15, 67
 Plasma Staff, 44
 Plasma Walls, 137
 platemail, 45, 46, 48
 points. See Hit Points; Spell Points.
 poison, 48, 53, 54, 58, 83, 100
 pole arm weapons, 38
 Portal Energy quest, 158
 portals, Gladstone Woods, 3,
 129–130, 142, 156
 Prism spells, 65
 prison, 164
 Protection points
 advances gained from guilds, 6–7
 bonus for joining first guild, 89
 effect of mandrake root on, 56
 starting statistics, for Familiars, 14
 protective devices, 53–54.
 See also armor.
 pyra pod, 60

Q

quests, 94–96, 154–155
 Bacchanal, 13, 159–161
 Iron Ring, 8, 155–156
 Order of the Finch, 11, 157–158
 specific
 Chesara's Toy Sword, 156
 Conquering a Portal, 156
 Finding the Guild, 160
 Heart of Sunrise, 157–158
 Orcish Retribution, 161
 Pharmacopoeia Items, 157
 Pig Meat, 157
 Portal Energy, 158
 Rescuing Sioned, 159

quests, *continued*

- Shard Sample, 159
- Stealing the King's Pardon, 160
- Wharf Rats, 155
- Talamari, 10, 158–159
- Quicksilver, 50

R

- rainbow sulfite, 57
- Rapid Strike skill, 8, 75
- Rats, 22, 155
 - Skeletal, 32, 132
 - Wharf, 12, 23, 54, 117, 155
- reaver, 39
- Reaver of the Great Orc, 41
- Red Gem, 125, 174
- Reflection, Ring of, 50
- Reflective Platemail, 48
- Regeneration, Ring of, 52
- regeneration chambers, Ruloi, 137–140, 179
- Rescuing Sioned quest, 159
- Restore Familiar skill, 76
- resurrection, 52, 133
- retreating, 84
- Rhynn, 10, 136
- Richard, King, 2, 152, 160
- Rift Hounds, 29, 56, 151
- rings, 53–54. *See also* Iron Ring.
 - Cat, 53
 - DrakeFire, 50
 - Greater Bezoar, 53
 - Kelen's, 49
 - Lesser Bezoar, 54
 - Reflection, 50
 - Regeneration, 52
- Rix, 99
- Roaches, 12, 23, 105, 116
- rocks, 39, 42, 81
- rotten meat, 54
- Ruloi
 - Collective, 33–34, 140, 178
 - Drones/Warriors, 20–21, 137–140
 - egg chambers, 136–137
 - hand, 140, 179
 - maps, 178–180
 - regeneration chambers, 137–140, 179
- Rusty Knife, 86

S

- Samuel, 118
- sandcrust, 57
- scarab, jeweled, 53
- Scavenger Eyes, 50
- Scavengers, 27
- Scry Familiar spells, 73–74
- Scythe Demon, 33, 134–135, 176
- Seal, 140, 151, 152
- selling items, 80–81
- sewers, Lower Gladstone, 89, 92, 169
- Shades, 30, 130, 131, 132, 133
- Shadow, 16, 73–74
- Shard Sample quest, 159
- Shard Staff, 44
- shards. *See* Shining Path.
- Shattered Desert
 - maps, 180–183
 - visiting, 142–150
- sheet music, 131, 174
- Shield Bastion, 41, 48
- shields, 45, 46–47
- shimmerfoil, 60
- Shining Path, 103, 104, 140, 143
- shops
 - maps showing location of, 164–165, 167
 - for miscellaneous items, 12, 80
 - selling items to, 80–81
 - for spells, 9, 11, 81, 166
 - for weapons and armor, 8, 81, 169
- Short Sword, 39
- shrines, 166
- Sigil, 103, 104, 170
- silk, spider, 52, 86
- Silver Crowns, 81, 178
- Silver Fang, 42, 127
- silverleaf, 57, 130
- Sioned, 10, 90–91, 159, 177
- Skeletal Guardians, 28, 98, 117, 152
- Skeletal Rats, 32, 132
- skills, 74–75
 - Arcane Lore, 9, 75
 - Backstab, 12, 77, 93
 - Climb, 74
 - Death Strike, 12, 77

skills, *continued*

- Fall, 74
- Herb Lore, 75
- Holy Strike, 11, 76
- Identify, 9, 75
- Long Jump, 74
- Mana Tap, 9, 75
- Marksmanship, 8, 75
- Mighty Blow, 8, 47, 58, 75
- Pick Lock, 12, 76, 93
- Rapid Strike, 8, 75
- Restore Familiar, 76
- Sniper, 12, 77
- Spirit Lore, 11, 75
- Steal, 12, 76–77, 93
- Small Flashpot, 51
- Sniper skill, 12, 77
- Soft Leather Armor, 48, 137
- soulmeat, 60
- Spark spells, 9, 15, 50, 63–64, 124, 125
- Spectral Phantoms spell, 134
- Spell Points
 - advances gained from guilds, 6–7
 - bonus for joining first guild, 89
 - calculating, 185
 - regenerating, 59
- starting/gains in, for Familiars, 14
- spells. *See also* specific spells.
 - descriptions of, by category, 62–74
 - devices for casting, 48–51
 - purpose of, 62
 - strategies for getting the most from, 81–83
- Spider Silk, 52, 86
- spiders, 22, 26–27, 86, 87, 105
- spiked iron shield, 46
- Spiked Mace, 39
- Spirit Lore skill, 11, 75
- Spirit Staff, 44
- Staff of Healing, 53
- staffs, 43–44, 53
- stalactites, 107, 171
- Starks, 26, 123–127
- starvation, 54
- statistics, 14, 185
- Steal skill, 12, 76–77, 93

Stealing the King's Pardon quest, 160

Stone Bracers, 48, 82

Stone Cube, 51

Stone of the Cobra, 51, 113

Stone of the Gorgon, 60

stoning, 32

Storm Crystal, 32, 51

Stroke Dagger, 51

Studded Leather Armor, 46

Summon spells, 47, 62-63

summoning stone, 60

survival tips

combat strategies, 81-84

items and inventory, 79-80

using guilds, 80-81

swampblack root, 57

swords, 38-42, 119, 156, 172, 174

Syruss, 14, 16, 93.

See also Familiars.

T

tables

Advances Gained from Guilds, 7

Gains in Familiar's Hit and Spell Points, 14

Guild Bonuses, 89

Pharmacopoeia Items/
Ingredients, 182

Starting Statistics for Familiars, 14

Talamari. See also Magician's Guild.
description of, 6, 9-10

Familiar, 15

quests, 158-159

tar crystals, 57

tar pools, 98

tavern, 168

Thief skills, 76-77

Thieves Guild. See also Bacchanal.
bonus points, 89

description of, 6, 7, 11-13

joining, 92-93

quests, 159-163

Thohan's Great Sword, 42, 119, 172

Throne Room, Jacinda's, 126-127,
173

Tigers, Cerberus, 25-26, 54, 122, 123

tombs, dragon, 111-114, 171

toy sword, Chesara's, 156, 173

tremors, 102

tunnels

Frozen Waste, 121

Ruloi, 179

Shattered Desert, 179

Twin Bow, 44

U

underclass. See Bacchanal.

Underworld

maps, 174-176

ruler of, 33

visiting, 129-135

Upper Gladstone

exploring, 88-93, 129

and Iron Ring, 7, 8

maps, 163-165

V

Valkyrie Crossbow, 44

Vel's Fruit, 53

venom sacs, 57

ventilation ducts, Shattered Desert,
180

Victor, 119

Victoria, 119, 173

Violet Gem, 125, 173

Volcanic Caves, The

maps, 170-171

and Morphera, 32

visiting, 102, 105-115

vortex foil, 60, 133

Vulcan Staff, 44

W

War Axe Traitor, 42, 46

war cluster, 60

War Hammer, 40

Warding spells, 15, 70

wardrobe, 177

warriors

Barbarian, 18-19, 123-124, 139

Ruloi, 20-21, 139-140

Warstone, 51

Wastes, Frozen, 121-123, 173

Water Dragon, 113, 171

waterspark leaf, 57

weapons

acquiring, 8, 105

calculating damage from, 185

descriptions of specific, 38-44

magical, 40-42, 43-44

missile, 42-44, 51, 81

mundane, 38-40, 42-43

strategies for getting the most
from, 81-84

Wharf Rats, 12, 23, 54, 117, 155

White Tower

and Chesara's Toy Sword quest,
156

maps, 175-176

visiting, 123-127

Wild Boars, 2-3, 22, 94-95

Wind Dragon, 113, 171

wine, 132, 175

Winter's Breath spells, 72-73

wooden shield, 46

worms. See Ice Worms.

Z

Zombies, 30, 134

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